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## THE LEGEND OF ZELDA MAJORA'S MASK™

DEL WATSON

# POKÉMON

GOLD VERSION  
SILVER VERSION



art: shigeo kageyama

# are you ready for some glitter?

*to catch up on all  
the new pokémon...  
go to the source!*

Think you know everything there is to know about Pokémon? This October, **Pokémon® Gold and Silver** versions with **NEW POKÉMON** will be here! Now there are daytime and nighttime Pokémon. Better set your clock, because with all the new faces and features, even a Master Trainer like yourself is gonna need some time and more than a little help.

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...the... the... the... the... the... the...  
...the... the... the... the... the... the...  
...the... the... the... the... the... the...

# COLD WAR



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REAL COMBAT. PLASTIC MEN.™

Sarge and the Bravo Company Commandos are back! But do they have what it takes to foil the Tin Army this time?

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THE LEGEND OF

# ZELDA<sup>®</sup>

MAJORA'S MASK™

AS YOU TRAVEL THROUGH THE ALTERNATE UNIVERSE, REMEMBER TO STOP AND BOW TO THE FLOWERS. ALSO, DON'T FORGET TO SAVE THE WORLD. REACH YOUR GOALS WITH OUR THREE-DAY FITNESS PLAN FOR MAJORA'S MASK.



14



## MICKEY'S SPEEDWAY USA



Mickey's Speedway USA is a kart racing game that's as fun as it is fast. In this game, you'll race against your friends or the computer on a variety of tracks, including a new one called "Mickey's Speedway USA." The game is a great way to spend some time with your friends and family.

32

## TUROK 3: SHADOW OF OBLIVION



Turok 3: Shadow of Oblivion is a third-person shooter that's as fun as it is fast. In this game, you'll play as Turok, a hunter who's been banished from his home. You'll have to fight your way through a variety of enemies and bosses to reach your goal. The game is a great way to spend some time with your friends and family.

52

## DISNEY GAMES



Disney Games is a collection of games that are as fun as they are colorful. In this collection, you'll find a variety of games that are perfect for kids of all ages. The games are a great way to spend some time with your friends and family.



58

## NINTENDO SPACE WORLD 2000



Nintendo Space World 2000 is a third-person shooter that's as fun as it is fast. In this game, you'll play as a character who's been banished from his home. You'll have to fight your way through a variety of enemies and bosses to reach your goal. The game is a great way to spend some time with your friends and family.

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# player's pulse

Hoo-boy! We've got more sidekicks than a Jackie Chan film. Everyone seems to agree that Luigi is the main man—and deserves his own game, hint hint—but we also got some rather surprising suggestions. Link's hookshot? Sure it's useful, but does it count as a sidekick? We'll let you decide.

## Massive Side-Kickery

I'd like to say that Luigi is the best overall sidekick. For many years he has always been in Mario's shadow, just like Robin with Batman. Does anyone out there catch my drift?

*Adrian Hood*  
Via the Internet

One word: Natsya. Other than the multiplayer levels in GoldenEye, she's been totally overlooked. With her lethal Cougar Magnum, I say she'd make a pretty good single-player character.

*Sam Raveling*  
Via the Internet

I think Yoshi is the best sidekick, because if you

## Nintendo



Illustration by Matt Jarvis

have to eat broccoli (yuck!), Yoshi might like it and eat it for you. Plus you can ride him around.

*Jarvis Moires*  
Dallas, TX, CA

Just keep him away from the ice cream.

I think a good and not-so-looked sidekick is Ness. I know she annoys you sometimes, but she helps Link in a lot of ways, like Z-Targeting. And she knows all the information on enemies.

*Robert Armas*  
Via the Internet

The best sidekick has to be James from Team Rocket. He just sits there and puts up with all of Jessie's hopeless plans to capture Pikachu, and he doesn't even complain!

*Nick Poggi*  
Peters, CA

I think the best is Watto the Blacksmith from the Secret of Mana. Sure he didn't fight, but he forged all your weapons and you never gave

him thanks. I tip my hat to you, Watto!

*Alex Breen*  
Crestwood, KY

Are you kidding? No contest! By far it's Epona from Ocarina of Time. She's better than other horses: She can run faster and jump canyon fences and walls. She always comes when you call her, and doesn't even need a bridle!

*Sue Ann Carfield*  
Chowdoin, AZ

I think Bowser could be a great sidekick, even though he's a villain. I mean, he's big, strong, and...uh...big.

*Hustan Jones*  
Lincoln, NE

You forgot to mention that he's really big.

The best sidekick in any game has to be Lady Gwladin from Dragon Warrior. Remember her impassioned pleas of "But thou must!" when the hero expressed problems with commitment? And her obscure talent of locating



Illustration by Matt Jarvis



Illustration by Matt Jarvis

anything? Well, in relation to her name.

*Kristen Powers*  
Wexmo, MI

All together now...sing to the north, y to the west.

What about Elvis from Perfect Dark? What better guy can you have on your side than an alien who makes jokes about the size of his own head?

*Dennis Williams*  
Chicago, IL

## Bike-Ridin' Fool

I was recently reading some old NP mag, and this caught my eye: a stationary bike that connects to the Super NEST Street I personally feel fat and weak, I thought this would be the coolest thing since pizza! Does it exist? Where can I get it?

DLS

Via the Internet  
The unit you saw is called the Life Fitness Entertainment System. The bike is a LifeCycle 3500, which looks like a big motorcycle with a TV screen. It's compatible with only one game, Mountain Bike Rally. The company stopped making these





# power charts

Perfect Dark is stealthily creeping

its way up the charts, coming within striking distance of the top three. Will this be the end, Mr. Bond? And what happened to all the motorcycle games from last month? Was it a passing fancy or a vast conspiracy of the Motocross Industrial Complex?

NINTENDO 64 TOP 20

**1**

**POKÉMON STADIUM**

It's super-effective! There's nothing like putting the attack down on your body's entire Pokémon totality (minus 3-D, so Stadiums impact one first place showing demand) 1000. The pink one, Kirby, makes a respectable debut this month, landing in the top five.

**2**

**THE LEGEND OF ZELDA: OCARINA OF TIME**

**3**

**GOLDENEYE 007**

| RANK | GAME                                 | COMPANY    | LAST WEEK | WEEKS ON CHART |
|------|--------------------------------------|------------|-----------|----------------|
| 1    | POKÉMON STADIUM                      | NINTENDO   | 5         | 5              |
| 2    | THE LEGEND OF ZELDA: OCARINA OF TIME | NINTENDO   | 2         | 22             |
| 3    | GOLDENEYE 007                        | NINTENDO   | 1         | 46             |
| 4    | PERFECT DARK                         | RARE       | 6         | 2              |
| 5    | SUPER SMASH BROS.                    | NINTENDO   | 7         | 36             |
| 6    | TONY HAWK'S PRO SKATER               | ACTIVISION | 4         | 4              |
| 7    | DOHMEY KONG 64                       | NINTENDO   | 8         | 7              |
| 8    | POKÉMON SNAP                         | NINTENDO   | —         | 17             |
| 9    | KIRBY 64: THE CRYSTAL SHARDS         | NINTENDO   | —         | 1              |
| 10   | NARVEST INON 64                      | NATSUME    | 11        | 7              |
| 11   | HWY HIREZ FLORAMA 2000               | TBO        | 9         | 7              |
| 12   | KALIB-KAZOOIE                        | RARE       | 16        | 24             |
| 13   | MARIO PARTY 2                        | NINTENDO   | 14        | 3              |
| 14   | JET FORCE GEMINI                     | RARE       | 10        | 30             |
| 15   | SUPER MARIO 64                       | NINTENDO   | —         | 49             |
| 16   | MARIO KART 64                        | NINTENDO   | —         | 44             |
| 17   | EXCITEBIKE 64                        | NINTENDO   | 3         | 2              |
| 18   | STAR WARS: ROGUE SQUADRON            | LUCASARTS  | 20        | 20             |
| 19   | MARIO PARTY                          | NINTENDO   | —         | 18             |
| 20   | GAUNTLET LEGENDS                     | MIMKEY     | —         | 8              |

GAME BOY TOP 10

**1**

**POKÉMON RED, BLUE, YELLOW**

Because of special restrictions, we can't bring the solo count, but let us tell you—it wasn't even CLOSE! It seems the reign of Pokémon can't be broken, and it's only going to grow with the arrival of Gold and Silver. Also note that Harvest Moon GB made it on the charts—that should please the Harvest Moon Fan Club members who wrote in to Player's Pulse this month.

**2**

**THE LEGEND OF ZELDA: LINK'S AWAKENING DX**

**3**

**POKÉMON TRADING CARD GAME**

| RANK | GAME                                     | COMPANY  | LAST WEEK | WEEKS ON CHART |
|------|--|----------|-----------|----------------|
| 1    | POKÉMON (R, B, Y)                        | NINTENDO | 1         | 23             |
| 2    | THE LEGEND OF ZELDA: LINK'S AWAKENING DX | NINTENDO | 2         | 60             |
| 3    | POKÉMON TRADING CARD GAME                | NINTENDO | 3         | 4              |
| 4    | POKÉMON PARALLEL                         | NINTENDO | 4         | 13             |
| 5    | JAMES BOND 007                           | NINTENDO | 5         | 38             |
| 6    | SUPER MARIO BROS. DX                     | NINTENDO | 7         | 9              |
| 7    | KIRBY'S GREAM LAND 2                     | NINTENDO | —         | 58             |
| 8    | SUPER MARIO LAND 2: SIX GOLDEN COINS     | NINTENDO | 9         | 92             |
| 9    | DOHMEY KONG LAND                         | NINTENDO | —         | 62             |
| 10   | NARVEST INON GR                          | NATSUME  | —         | 13             |

1. DOLPHIN
2. POKÉMON GOLD & SILVER (GAME BOY)
3. THE LEGEND OF ZELDA: MAJORA'S MASK (N64)
4. KALIB-KAZOOIE (N64)
5. ZELDA: BREATH OF THE WIND (GAME BOY)
6. GAME BOY ADVANCE
7. MEY YOU, PARENLY (N64)
8. BEGA MAN 64 (N64)
9. EARTHBOUND 64 (N64)
10. POKÉMON PUZZLE LEAGUE (N64)

# MOST WANTED







WE ARE EXPERIENCING TECHNICAL DIFFICULTIES. PLEASE STAND BY.

Ladies and gentlemen, nintendo.com is online and functional. There is no truth, we repeat, no truth to the rumors regarding the end of the world. There is, however, a load of information on Pokémon Gold and Silver and some kid named Link...



Are you reading the final issue of Nintendo Power? Evidently, we're just as concerned as the rest of you, and the incoming news says so. We can only hope that the search for The One is successful.

### radiozelda.com

We've received a number of letters from some Nintendo Power readers regarding two new websites that have sprung up recently. The first site, located at z-science.com, claims to have discovered a parallel universe. The excitement generated by such an astounding discovery has been tempered, however, by the knowledge that the parallel dimension contains a geyseric moon that is on a direct collision course with their Earth. The other site, radiozelda.com, contains audio and video news briefings regarding the parallel dimen-

sion, its wayward moon, and what effects that will have on us mortals. According to Radio Zelda, anything that happens over there will also happen here, resulting in a lot of cancelled vacation plans come November—unless a satellite, known only as The One, can be found in time. While Nintendo is listed as a supporter of Z-science, this reporter was unable to discover the significance of the sponsorship. Keep a close eye on both sites, as events promise to become even stranger in the days and weeks ahead.

### GOLD & SILVER



Not to be confused with the precious metals of the same name, our Gold and Silver websites will contain news even more valuable to up-wal-toting gamers.

### Pokemongold.com Pokemonsilver.com

Even the threat of doomsday isn't enough to stop die-hard Poké fanatics from drooling over the arrival of two new sites dedicated to Pokémon Gold and Silver. Visitors to the sites will be able to navigate using a brand-new Pokémon map, as well as capture pictures of new Pokémon. New pictures will be released regularly, so the more you visit, the better chance you'll have of catching 'em all. These pictures can then be downloaded to your desktop,

used as wallpaper, traded with friends, or just plain hoarded like gold nuggets. Of course, the sites will also be chock-full of tidbits and trivia on all the characters as well as lots of in-depth strategy to help you become a true Pokémoner. We're even setting up message boards so you can exchange information with other trainers worldwide. The board will be moderated, however, so please don't try posting any get-rich quick schemes or using unpleasant language.





IF GREAT GAMES COME ONCE IN A BLUE MOON, THEN THAT MOON IS COMING IN FAST. AND IT'S HURTLING STRAIGHT INTO LINK'S WORLD IN HIS MOST FRANTIC ODYSSEY YET.



THE LEGEND OF

# ZELDA<sup>®</sup>

## MAJORA'S MASK<sup>™</sup>

©2000 Nintendo

An instant classic of a sequel, Majora's Mask offers everything that *The Legend of Zelda: Ocarina of Time* boasted and more. This time around, Link sets out to find a trouble-making Skull Kid who's spreading ruin in a parallel world. In three days, the moon will crash into the world, and it's all because of the cursed mask that the Skull Kid wears. Using the time-traveling powers of his ocarina and the shape-shifting magic of some enchanted masks, Link must solve

the three days leading up to the lunar landing so that he can undo Majora's evil effects and untangle the course of events that are provoking doomsday. This month, less to live through the first dungeons. And make sure you have an N64 Expansion Pak—without one, you won't be able to play the game at all.

EXPANSION PAK  
REQUIRED



# TIME AND AGAIN

The game spans a three-day period. Playing as Link or the other characters he accompanies as, you must help as many townspeople and fight through as many dungeons as you can before the end of Day 3. Before it arrives, you must travel back in time to relive the 72-hour cycle and change fate even more.

## RACING AGAINST TIME



Even Link enters the doomed city of Clock Town, the 72-hour countdown will begin. Day limit of game time equals one minute of real time, and you'll be able to slow the hands of time. Plus, the game clock stops when you're in, but it doesn't stop when you're not.



## DAILY ROUTINES

The peaceful world is populated by characters with daily schedules that will change depending on what you do. Some events are only by letting characters will become part of your inventory, so when you return to Day 1 and all events reset, you won't have to redo them again.



## SOMETHINGS LAST FOREVER



Link is on the go 24 hours a day. And like in the real world, things are happening at all times of day. Different characters will appear in different places at different times and on different days, so you'll have to watch, away areas over the course of your 72-hour stay.

# TO ANOTHER WORLD

The adventure begins months after Link completed his quest to Gerudo of Time. Riding Epona through the Lost Woods to find Navi, Link is waylaid by the Skull Kid and his pair of pixie partners. The trio makes off with his horse and ocarina, so Link chases after them—right into another one of the Skull Kid's traps.



Months later, he's encountered the Skull Kid and is walking the path to the Great Deku Tree. Using the power of the evil ocarina, the Skull Kid casts a spell on Link.

## THE DEKU SCRUB SNUB

Pulling a reverse Pinocchio, the Skull Kid changes Link the boy into Link the wooden boy. Trapped in the body of a plant-like Deku Scrub, Link must cope with his new powers and limitations while trying to find a way to return to his old self.



## SPIN ATTACK



The A Botre's ocarina's the Deku Scrub's spin attack. The more you spin, the more you'll be able to catch in your radius.



## FLOWER JUMP



At the Deku Scrub, you'll have limited powers of flight. To use them, stand on a Deku Flower, then press and hold A. Once you've leapt, you'll see the flower's ball as a puff of petals goes out, release A to rocket into the air and hover with your wings. If you hit a wall or obstacle, you can drop Deku Nut bombs.



# CLOCK TOWN

In pursuit of the Skull Kid, Link travels through a portal leading to Clock Town. Located in the center of a parallel world overwhelmed by Majora's evil-doing, the town is filled with people who resemble folks he's met around Hyrule, yet they are entirely different characters.

## ON THE TOWN

Plagued by the Skull Kid's ill will, the people in town and the surrounding areas have had their personal lives turned upside-down. Link must help them in addition to exploring the dungeons outside of town. Link's predicament takes precedence, though.

Trade the fairy (pictured left) with steps in North Clock Town. Once you have magic power and some Rupees, you'll be able to buy a map to help you figure out the lay of the land.



"I've been off to work on other things for a while, Link."



In Clock Town, Link the Deku Scrub meets the Happy Mask salesman who offers to restore his looks before self if Link can obtain the machine that the Skull Kid stole.



The teenage people are cold-shouldered with wife (husband) hate. Your job is to change the course of their once-quiet lives, which unfold differently depending on how you live each 72-hour cycle of adventuring. Before you help them out, find your own.

## THE FAIRY'S MAGIC



In North Clock Town, enter the cave by the fenced-off area to reach the Fairy's Fountain. Inside, the fairies will ask you to locate the Stray Fairy that will enable them to unite into the Great Fairy. Find the missing puzzle and return it to the fountain.

Collect four F pieces + 1 Heart to add a new Relet's Container to your life count. Don't place it in a town, but your won't be able to get it until you're Link.

In Southern Field

## CLOCK TOWN



In the center of town

## FINDING THE FAIRY



During the day, the Stray Fairy will float above the stream at the Laundry Pool in the northwest corner of town. She'll answer the water to cleanse it, but don't hop on the water more than five times or it'll reveal you'd drown.



Everyone's been carrying extra lives in the game. At 10:00 a.m. and 10:30 a.m., the Stray Fairy will be in East Clock Town's courtyard. Use the nearby Deku Flower to lower over to it.

## MAGIC POWER



When you locate the Stray Fairy in the Fairy Fountain in North Clock Town, the Great Fairy will be able to heal her soul. As a reward, she'll grant you the power of magic that will enable you to shoot bubbles from your Deku snout.





## THE BOMBERS GANG

A gang of do-gooders, the Bombers patrol the streets of Clock Town in search of troubled people they can help. Though they won't let you join their gang, they'll give you the code that gets you into their hideout. Visit the gang leader, Jira, in North Clock Town to learn it.



### POP GOES THE BALLOON



In North Clock Town, the Bombers leader, Jira, is having trouble shooting down his foe with his blowgun. Show him how it's done by popping 8 to 10 of 12, then one 8 to 10 in a bubble.



### HIDE-AND-SEEK

If you find all five Bombers before sunrise, you'll earn the code that gets you into their hideout. The map on page 76 shows their hiding spots. The secret links you on East Clock Town's rooftops, and they make beds when a crate if you chase them.

## THE ASTRAL OBSERVATORY

Tell the code to the Bomber guarding the alleyway in East Clock Town so you can enter the hideout.

Follow the passageway, then shoot down the balloon when you reach the ladder. Climb it to enter the Astral Observatory, where you'll be able to spy on the Skull Kid.



### THE MOON'S TEAR



Using the telescope, look at the top of the Clock Tower. When you zoom in on the Skull Kid, a jewel called a Moon's Tear will fall from the moon. Exit through the newly open door to collect the prize.

## THE FINAL HOUR

On the roof of the clock tower, the Skull Kid awaits the arrival of the falling moon. At the stroke of midnight, the town's Carnival of Time will begin and the clock tower's door will open. The door leads to the roof, so be there by 12:00 a.m. for your chance to confront the Skull Kid.



### LAND TITLE DEED



To unlock the clock tower's deck where the door is, you must see the nearby Deku Princess, the Deku Spirit who says it will give you the Land Title Deed that grants you ownership of the tower if you give her a Moon's Tear. Make the deal, then fly to the door and enter it at midnight.

## MIDNIGHT, DAY 3

When you find the Skull Kid on the clock tower's roof, shoot him with one of your bubble bullets. A direct hit will cause him to drop your ocarina, and when you pick it up, you'll be reminded of Princess Zelda and the Song of Time. Equip your ocarina; then play the song from your flashback.



### THE DEKU MASK



When you return to Day 1, all masks will reset. The one difference is that you'll have the ocarina in your inventory if you showed it to the mask salesman, so it returns you to normal and changes your Deku body into a mask.



# BACK IN TIME



Once the mask salesman turns you back into Link, you'll be able to don the Delia Mask to assume your Delia Scrub alter ego. Before you do that, rescue the Stray Fairy again to receive the Great Fairy's Mask, then slash the South Clock Tower's owl statue with your sword. By doing so, you'll leave the "proof" of your encounter that will turn the statue into a warp point.



At West Clock Tower's Trading Post, the scarecrow will teach you two variations of the Song of Time. Whenever you restart at Day 1, play the Inverted Song of Time you learn from here.



## GOING SOUTH

If you're Link, the guards will let you leave town. Take the south exit and walk straight ahead to reach your next stop, the Southern Swamp. On your way, your new fairy companion, Tad, will be reminded of her former friend, the Skull Kid, and reveal his story.



## TOURIST INFORMATION

In the Southern Swamp's Tourist Information Hut, you'll be able to buy tickets for the boat cruise if the manager, Kouma, weren't missing. Daily by riding her boat and you'll be able to venture deeper into the wetlands, so explore the area for clues to her whereabouts.



## WOODFALL

To Southern Field



As Link, trade the Lunar Tide Guard to the Scorch. Use the Moonst to give you to fly to the rooftop beast place.

Win a heart piece by submitting a full-body snapshot of the Delia King's Temple in the photograph contest.

## MAGIC HAGS' POTION SHOP

Kouma's sister, Kotoko, runs the Magic Hags' Shop in the neighboring bog. Swirl in Link to hop from Sky and to buy potions in the Delia Scrub to reach the shop.



On Day 1, Kotoko will be missing up-sides in her routine shop. On Day 2 and 3, she'll be in the Woods of Mystery searching for her missing sister.

## MONKEYS AND MAZES

Enter the infamous Woods of Mystery, then follow the monkey that will lead you to Kouma. The correct path changes every day, so follow the appropriate one marked below. When you find the big, reveal Kotoko to receive a potion, then deliver it to Kouma.



## FOREST MAZE

- 1st DAY
- 2nd DAY
- 3rd DAY



## THE BOAT CRUISE



After you've waded through the palace, she'll return to Toural Information to run the boat cruise. She'll give you a few minutes of you sleep, and the boat will take you to the Deku Palace where you must clear the name of a monkey wrongly accused of kidnapping.

Enter the palace to inquire about the Deku King's monkey prisoners; then leave the royal chamber. On your way out, the monkey's brother will swing by and tell you that you must find magic beans and use them to enter his brother's prison cell.

## DEKU PALACE



## MAGIC BEANS SHOP



The man who sells the magic beans you need says his business is off a hole beneath the kingdom's inner Palace Garden. Sneak through the east half of the garden to find the hole, making sure that the guards don't see you. If you try it on sight, you'll be able to see the guards' line of sight.



Buy the beans from the man at the hole, then use the bottle you got from Isadore to scoop up water from the other end of the grotto. The beans need to grow unless you water them, so you'll need to give a customer of clean water so they can make the seeds bloom.

## OUTER PALACE GARDEN



By crossing the floating platforms above the garden, you'll be able to enter the monkey's cell. Reach new heights by leaping to point 8 on the map. Place the beans in the square patch of soft soil, water them, then tap on an L-shield to raise the plant to the upper level.

## MONKEY TROUBLE

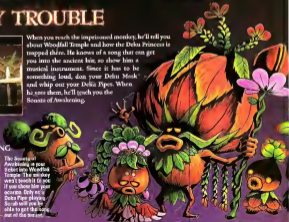


When you reach the imprisoned monkey, he'll tell you about Woodfall Temple and how the Deku Princess is trapped there. He knows of a song that can get you into the ancient lair, so show him a mystical instrument. Since it has to be something loud, don your Deku Mask and whip out your Deku Pipes. When he sees them, he'll teach you the Sonata of Awakening.

## SONATA OF AWAKENING



The Sonata of Awakening is your ticket into Woodfall Temple. The monkey won't teach it to you if you show him your scores. Only as a Deku Pipe player can you be able to get the score of the monkey.



# WOODFALL TEMPLE

After you learn the Sonata of Awakening and the king tosses you out of his kingdom, hop across the lily pads to the ledge at the southeastern section of the swamp. Work your way to the waterfall. There, you'll meet Kaepora Gaebora, the owl who'll teach you the Song of Soaring. If you play the melody, the notes will lift you up and warp you to any owl statue you've activated.

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In Woodfall, cross the lily pads and hover until you reach the Deku altar. As the Deku Scrub, steal on the platform and play the Sonata of Awakening.

## WOODFALL TEMPLE



In Woodfall

## STRAY FAIRIES



In Woodfall, and all other dungeons, you must collect the 15 Stray Fairies that are lost in the temple. If you repair the Great Fairy's Mask, Stray Fairies will fly to you if they're not trapped. Before you set out to find the fairies, first enter all 15 of them to the Fairy's Fountain near the Deku altar.

## FLOWER POWER



As the Scrub, help a Deku Flower eat fly bones flower powder to reach the exit of the other end of the room. To capture the local fairies, wear the Great Fairy's Mask to attract the one hovering in the middle of the room. Once the notes are short, so land the other.

## DUNGEON KEY



Skip across the water to reach the Deku Flower in the middle of the maze. Barrow into it, then launch into the air to hover in the platform where the key is. Check its spin to land the key you'll need to unlock the barred door that's over past 3.

## TURTLE WHACKS



To use the dungeon map, you must first defeat all of the Stagger turtles. These hard shells protect them, but their weaknesses are vulnerable. As the Deku Scrub, dive into a Deku Flower, then spring up when a Stagger steps over it so you can hit its weak body.

## PLAYING WITH FIRE



Lighting water braziers will often open up new areas. To enter the locked room where the scorpions is, move the block out of your way so you that take a clear path from the litest brazier to the unlitest one at 4. An ink, throw a Deku Stick to the wood's flame, then use your torch to ignite the other brazier.



Using the torch at the foot of the stairs, light a Deku Stick to use on the top floor's brazier. Upstairs, light another Deku Stick on the floor, then jump to the floating platform. Leap to the rotweb corner of the room, then reach the web to reach the stairwell.



In Woodfall

## HERO'S BOW



To win the Hero's Bow, you must defeat the Dookus. Though it looks threatening, its sword will take a full after two hits. Lock onto it by hitting Z, then slash it twice to clear your bow weapon. The bow you'll win requires a strong, and you'll be able to find them by shooting pots and bushes.

## FINDING THE BOSS KEY



Stand on the Deku Flower Island and aim your bow at the crystal switch. Put the eye out to make the island float up and down. When the island reaches its highest point, spring out of its flower to move to the high door that leads to the Boss Key.



Behind the door, defeat the Snapper using Frog. At the Snapper, knock the overblows off its side by rockling into the target's underside when it scurries over your flower isacapted. As Link, shoot arrows when the frog escapes to the ceiling by foot.

## OPENING THE WOODEN FLOWER



After you've protected the Boss Key, return to the wooden flower of point 9. An oval burner sits at its center. Light it by aiming your bow at the upper deck's flaming burner and shooting an arrow through the flame to the flower's burner. If you hit it, the flower will rise and open.



If you light the burner at 10, the ladder door leading to room 11 will open. To pull out the lever, stand by the wooden flower's burner and aim your arrow at 10. When the flower's flame eventually returns into your sights, let your arrow fly.

## ENTERING THE BOSS ROOM



As a Deku Scrub, fly to the second-floor room on the right. Remove the Deku Mask, then launch an arrow at the crystal switch in front of you. A direct hit will seal the flower opening the Deku Flower across the way. Deck the bow's out, quickly fly to the flower and use it to reach 12's doorway.

# BATTLING ODOLWA

In room 12, Link the masked jungle warrior, Odolwa. The towering swordswoman will slash you if you get close; so fire arrows at him to keep him at bay. When he charges you, pick bombs from the bomb flowers growing on the perimeter of the arena and throw their explosive fruits at him and his creepy-crawly swarm of lockets. With Odolwa's defeat, you'll earn his remains and a Piece of Heart and cause a blue shaft of light to appear. Enter it to warp to room 13, where the Deku Princess is locked up.



## THE DEKU CAVE



Once peace is restored among the snakes and Scrubs, you'll be able to reach the Deku leader for your reward, the Mask of Scents. Visit him in the cave in the northwestern area outside the palace walls to compare.

## ROYALTY AND RACING



Steal the wine that cures the doorway to 13, then get the Deku Princess on a bottle so you can bring her to the palace. If your release bar is in front of the king, she'll be able to clear the recessed monkey's stone.

# DAY IN, DAY OUT

If everything went according to schedule, your 72 hours of adventuring should almost be up. Warp back to town so you can deposit your Rupees in West Clock Tower's bank (otherwise you'll lose your riches when you travel back in time), then play the Song of Time. When Day 1 starts anew, you'll be ready to find the Goron Nuts and conquer next issue's featured dungeon, Snowhead Temple in the northern mountains.





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### ESRB Rating System

Entertainment Software Rating System

|  |                 |  |                |
|--|-----------------|--|----------------|
|  | Early Childhood |  | Everyone       |
|  | Teen            |  | Mature         |
|  | Adults Only     |  | Rating Pending |



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# HAWK WANTS YOU...

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## ARMY MEN SARGE'S HEROES 2

### OFF TO BOOT CAMP

Wussy adventure games let you dive right into battle, but not this one! To survive the Tupperware trenches and bedcover canyons of *Sarge's Heroes 2*, you'll need to train with the latest array of weaponry, such as M-60's, bazookas, sniper rifles and grenade launchers. In boot camp, you'll practice with a variety of firepower and demonstrate your agility in an obstacle course.



### THE REAL WORLD

*Army Men* will suffer into hard plastic in the real world. The Tin Troops have found a secret serum that reverses the effect, though, and they plan on using it to stomp out their Green rivals. Acting as Sergeant Hawk, you must prevent the Tannies from taking over.



#### MP: HOW IT RATES

This game has been rated **Teen** by the ESRB for realistic combat, see series and weaponry simulation. It is not intended for gamers under the age of 13.



## AREA 1 DINNER

The Green troops find themselves under heavy fire on a porokain-laden battlefield known as the Kitchen Table. Your job is to fight off the enemy, gather your team, grab extra ammo and secure the portal—all before supper is served!



There's a good deal of ammunition and weaponry scattered around the vast dinner table, but be sure to nab your Green buddies before you waste valuable time exploring the surroundings.



### ASSEMBLE THE BRAVO TEAM



Your rifle will be calling for assistance while some are being held hostage at point-blank range. Pick off the host guys as quickly as possible, and be sure not to let one of your own team members look for health on some of the empty plates.



### AMBUSH AT THE PORTAL



As you make a run for the portal, you'll be ambushed by a swarm of the enemies. Be prepared for the surprise attack. Watch for soldiers sneaking up from behind as the helicopter drops troops across the area. Take note of the Blue female spy.

## A TRULY GREEN TEAM

No doubt Sarge wasn't thrilled to be ordered to team up with Vikki Grimm for his next assignment. But even though Vikki is a bit of a greenhorn, she's ambitious, and she has the instincts of her father, the esteemed Colonel Grimm.

## AREA 2 BRIDGE

It seems the Tau Army has discovered a substance that can reverse the plastic-freezing effects of the outside world, and they're transporting it by train over Drop Dead Canyon. Sarge must secure the portal while keeping Vikki safe.



### SECURE THE TUNNEL



Vikki will help you fight your way down to the entrance of the tunnel. For a quick house-planting, grab the grenades, load one up and lob it over the large bunker. Watch for any surviving enemies as you race behind the bunker to collect a sniper rifle and other goodies.

### SNIP 'EM OUT, SNIPER



After collecting the sniper rifle from behind the tunnel bunker, use it to take out the gunners hiding behind the barricades near the portal. Cross the bridge to finish off the rest of the Tau troops, but be prepared for more bad guys to be pulled in far back up.



### HELP WIKKI

Vikki will be in trouble when the helicopter starts to circle the area. Focus on weaving out the troops first, then race across the bridge quickly, her ahead of the helicopter. Grab the grenade to clear the path as you're low on energy.

### A NARROW ESCAPE



After you knock down the helicopter, make a run for the portal. Before exiting through the portal, Sarge will show Vikki to follow him across the canyon. Look for her, she'll make it past before the bridge explodes.



# MYSTERY SPY REVEALED

General Mastro spent a little too much time in the real world and those back into his original plastic state. Spy Brigitte Bleu used the secret serum to bring him back to life, and Mastro is convinced the serum will be the key to leading the Tin Army to victory. Sarge and Wikk are destiny the serum before the Tarrins gain a huge advantage!



## AREA 3 FRIDGE

Sarge and Wikk have decided to split up to search for the serum, with Sarge volunteering to work his way up the refrigerator. Amid the JDO Farm's dairy products and World Series Wisconsin are a slew of enemies waiting to take you down.



### THE SEARCH FOR DR. MADDO'S SERUM



On the first shelf, insects are polished in every package. Move swiftly, grabbing down enemies along the way. Look for health if you get hit, and avoid insects. After clearing out the area, climb up to the milk carton to get the shelf-guard and jump to the next shelf!



A trio of guards will be waiting to see if your wily antics are the real deal in the Fridge. Take them out and then grab the grenade launcher. Climb onto the pudding packages, from where you'll see a large tank moving back and forth across the next shelf. The tank will fire if you get too close.



One blast by the tank will inflict some serious damage. While the tank is moving away from you, take out the unsuspecting insects. Then move toward the pain machine behind the checker. You'll need to make a daring jump onto the tank to reach the next shelf!



After eliminating the troops, climb the ladder to the final stage. Stay off your wily antics and wait for Tin soldiers to fall from when the ceiling is complete. To complete the level, simply unplug you need the secret bit.

## AREA 4 FREEZER

Sarge has retrieved the refrigerator and reached the freezer, where a large mechanical robot is working to pulverize him. How the robot got into the freezer is a question Sarge has no time to contemplate. He must destroy all of the secret serum while dodging a bevy of Tin soldiers.

### POP RIDES THE SODA CANS



The serum is stored in the red soda cans, and Sarge must find and destroy all of them. Be sure to collect the body shield on the red soda tray. You'll need a grenade launcher to eliminate the robot. Avoid the robot and climb the ice hill.



Use the ice hill as protection against the robot's powerful rays. Wipe out the soldiers protecting the serum and blast the final few cans. Then use the grenade launcher to turn the robot into scraps of junk.



### WITHSTAND A FEW MORE WAVES



Troops will keep pouring out of the hole that you used to enter the area. Make sure your health meter is full, because a cooler will shily blast you with a hot brook. Keep fighting and you've won! Both all out.

# GET VIKKI HOME

Sarge has successfully destroyed the serum and ordered Vikki to return to headquarters. You must lead her on a dangerous journey back to safety. She moves a bit faster than Sarge, but she's also more delicate. As a rule, play more cautiously with Vikki.

## AREA 3 INSIDE WALL

Vikki has decided to take a shortcut through the walls, disregarding the threat of huge spiders and an undefined route to headquarters. Move slowly and have no fear. With a hefty flamethrower in your hands, you'll cure your arachnophobia in no time.

### REACHING THE POWER BOX



Before going anywhere, shoot the troops in the distance. Jump down onto the wire rising but don't fall to the floor or you'll lose nearly all your health. Do left and collect the flame thrower, which you can use to try the spiders.



As you navigate the wire rising, avoid the explosive tanks by moving over them. Drop to the floor and collect all the ammo, burning spiders into crispy critters along the way. Don't forget to grab the red power box at top of the box. Then hop back onto the rising.



The black pipe will lead you into the next room, but if you jump over the pipe you'll fall back down to the floor. Be prepared to take out some Troopers upon entering the area.



Keep your balance as you tight-rope-walk along the pipes, collecting weapons and ammo. Find the lowest place to drop to the floor and get ready to juggle your flame thrower and rifle as you wipe out spiders and troops in the next rooms. Use the pipe back to reach the power.



Once again, move slowly along the pipes and keep your flamethrower ready. Follow the path methodically, avoiding all expected waves. Once you reach the final box, you'll crawl through a mouse-hole.

## AREA 6 GRAVEYARD

Sarge and Vikki returned the serum to headquarters, prompting Colonel Grimm to order a new mission: overtaking Dr. Mad's storage area. All the while, Psycho and Brigitte are making a trip to the toy store to purchase more weapons.



### REACHING DR. MAD'S CASTLE



Start the path by timing right then up to cross the obstacle. Three bullets will be enough to take out a combat. Go to your left and up the next road. You'll find the Hammer thrower, which boasts more damage than any other weapons. Meet Hoover in the marketplace.



Before reaching Heaven, you'll have to make a big gamble in the dark cave. Most likely you'll sustain some damage, so get healed before proceeding. Burn the zombies near Hoover, being careful not to scorch your comrade. Then slowly follow Hoover through the marketplace.



Grab the key to the castle, then collect the extra Flamethrower. Follow the path as if you were carrying two weapons protecting a pal. The road to the castle is behind them.

## AREA 7 CASTLE

Sarge's inexperienced cohort has made her first major blunder by spacing all commands and pressing into the castle alone. A couple of zombies have taken her hostage, and Sarge must save her. In the Castle level, wipe out all the enemies. Some of them hold keys that unlock gates.



Run past the machine gunner and make your way up the castle. You'll find Wile's trapset behind a gate. Turn around and search for the Tin Soldier who holds the key. Take advantage of your next level.

## CLEANING UP VIKKI'S MESS



The spider will be guarding a powerful machine gun, but before you use your flame at the malfunctioned creature, concentrate on the ampers and batteries. Once the levels clear, move forward to the locked gate and get ready for an ambush. One of the barrels will have the key to the gate.



## SECURING THE STORAGE OF SERUM



After you rescue Vicki, she'll grab a shotgun and help you escape to the level. Use your right-fun gun to take down the robot. Follow Vicki to the cans of serum and get ready for a line-wave of troops. Withstand the heavy charge to secure the cans.

## AREA 8 TAN BASE

The duo returns to HQ to hear some alarming news: A spy has given Colonel Grimm the location of the Tin Army's base. Of course, the spy is none other than Brigitte Bles. Sarge and Thuck will attack the base.

## CAPTURING TANNENBERG



For Sarge to retrieve the massive advantage by himself, he'll need to use his explosives and always keep moving. Don't stand in one place for long. To gain an advantage, try setting a trap with the Z-Button. A very valuable box of health will be waiting for you around the second corner.

## KEEPING THICK ALIVE



As the Gwain tank breathes upon the entrance to the base, wait for Thuck to jump ahead eagerly and take out a few of the troops. Follow Grimm to the side, using your basic rifle and saving your machine gun for later. Once Thuck is ordered to stay behind, you'll need the rapid fire.



When you hear the helicopter, stay back and fire a shot. The copier will explode, eliminating any soldiers on the scene. Shoot the air surviving, then throwing items and then capture the surrendering members.

## AREA 9 REVENGE

The Generals are proclaiming victory prematurely, until Maestro and his new army pass through the portal. Maestro has assembled a collection of robots to make life miserable for his foes. Don't let any weapons go to waste!



## GETTING GRIMM TO THE KELIPAD



Cover Colonel Grimm as he heads for the gate. Take out all troops and jump on the box to collect the flamethrower. As Colonel Grimm tries to open the gate, use the flamethrower to hold off the robot that is on his way out of the portal. Don't let the tank get you, or you'll be blasted into a rectangular piece.



Follow Grimm into the next area and run behind the building to collect the brocade. You should have enough fuel left in your flamethrower to eliminate the black robots. Blast the yellow robot with the brocade and grab some food. Run back and hope that Grimm has opened the next door.



In the final area, grab the armor to the left and then stay by the column and fight off any robots that attack him if you leave. Grimm alone, he'll be finished.

## AREA 11 DESK

From the Desktop level forward, the desks become increasingly challenging and throngs of enemies with powerful weapons are around every corner. In all Hothold, you'll need to spend a few lives becoming familiar with each level so that you can anticipate the many ambushes.



### 1 DON'T LET THE BEDDING BITE

You should be able to snap four enemies before even taking your first step. Move slowly across the bookshelf, shooting unsuspecting soldiers. Grab the body armor in the first shelf and defeat the scorpion before jumping down. Remember that a long drop will hurt you.



### 2 ANYBODY HOME?

Shoot all enemies and get the dynamite before jumping into the desk. To attract attention, leap onto the book box. Soldiers will rush out of the Terrace. Take them out and enter the base.

### 3 MEET SCORCH AT THE RENOVATIONS



Once you're inside the base, your explosives will help you overcome the large number of troops. Move cautiously around every corner—the ten soldiers have machine guns and grenades. You will eventually find Scorch behind the computer.

## AREA 12 BED

Who's that walking with the Tin Army? It's none other than Brigitte Bion, the deceiver who's about to learn a lesson from Sarge and company. The expansive hillside known as the Bed can be a rough area to navigate, so follow these instructions dutifully.



### 1 HILLS ARE ALIVE WITH THE SOUND OF GUNFIRE

Use their area I to cross from the desk to the bed. Find the body armor hidden behind the blocks to the right of the rail. Then make your way into the cover, collecting the bazooka and blasting the helicopter. Retreat to the other side of the bed where Sarge can safely jump down.



When in the cover beneath the bed, eliminate all enemies and find the stack of dynamite. Arm yourself with the grenade launcher and use the alphabet blocks to climb back onto the bed. A robot will be waiting.

### 2 FEELIN' BLEU



After bombing the robot, take the lift to find Brigitte. She'll hop into the tank and start firing. You must keep moving. Grab the blankets to get explosives. If you lose the sticks of the tank, you're in. You'll secure the landing zone. Move fast or your partner will perish.

## AREA 13 TOWN

Brigitte has convinced Sarge that she's on his side after all, and Sarge has agreed to help save her town. In the Town, your buddy Riff will be sent on an early grave if you don't keep your legs moving. Know exactly where you need to go before starting!

### 1 EVERY MAN FOR HIMSELF



The blue soldiers don't seem to know that you're on their side, but they'll eventually catch on, so try not to harm them. Let Riff use his bazooka to take care of the robot in the beginning. Find the body armor and start running and quivering. Be sure to eliminate the helicopters and collect heavy artillery.



### 2 BATTLING THE 'BOTS IN BLUE SQUARE



As you follow Riff, use your rifle to take out troops. Are you're in a heavy artillery as you approach the giant robot and try to blast it with a few shots. You will need so much firepower as you can spare to save Brigitte.



Once in the heart of the capital, unload your bazooka shells to eliminate the large robots. Keep your distance, but make sure your shots are on line. If you run out of heavy ammo, your chances of survival will be slim.

# WAR TO END ALL WARS

From this point forward, you're on your own to end the war. But since the challenges ahead will undoubtedly lead to many nerve-wracking nights in front of the TV, we're going to offer a few tips for each of the first levels.



Wika is trapped in a portable machine of all things. Serge must get her out. The weapons on the level are amazingly accurate and will let you finish far away. Don't stand still for long.



Serge and Wika and the train set, attempting to prevent five trains from entering the port. Use the bazooka to stop the trains and be sure to pick up the body armor as soon as you see it.



Viktor on a brief mission to destroy all the rockets on the level. Collect as much TNT as possible and aim it to blow apart the rockets. Use the shotgun to wipe out robots and troops.



Brigitte is trapped and Viktor is escaping, which leaves Serge with a lot to do. Charge into the first bunker, grab the mortar, then fire it into the far bunkers to clear out the war.



Before capturing Pluto and ending the war, Serge must rescue his buddies in the pinball machine. Go straight ahead to save the first comrades, then turn right and a maze is required to reach the others.

## FRIENDLY FIRE

You can run these boot camp drills all you want, but nothing prepares you for combat better than combat itself. Grab a few friends and put each other to the test in multiplayer mode. Many of the landscapes from the single-player game are available.



### TOWER



Head to the tower for four stories of madness and mayhem. Use your bazooka to blast crates and collect power-ups. Remember, you can never gain too many advantages when you're fighting solo!

### FRIDGE



Stuffed shelves will have an edge when fighting across the three wall shelves of the Fridge. Keep in mind, that it's really just a stretched-down version of the Fridge level in the single-player game.

### DESK



The Desk is another simplified variation of its single-player counterpart. The desk allows for quite a bit of hilarity and work with all the buddies traveling above the tiny soldiers.

## NEW TOUCHES

For fans of the original Army Men, the sequel contains much to be excited about. New weapons, new screens and new controls are just some of the great additions. Be sure to take advantage of the strafing maneuver and the ability to turn 180 degrees with a tap of the top C button.



### TAN BASE



Dodging bullets in the Tan Base will almost make you forget you're playing a game. Be sure to use the bazooka as a means of professionalism a way to catch your opponent's complacency off guard.

### CASTLE



Visibility is a bit clouded in the Castle, but that only adds to the fun. Plant yourself on the overpass and snipe unsuspecting enemies from above. Try to stay in one place until you're exposed.

### GRAVEYARD



As you know, it's tough to see in the darkness of the Graveyard. Try hiding behind one of the newly obstacles. Get your hands on the flamethrower, but be sure not to set yourself ablaze!

**M**ickey picked up his phone and quickly began dialing. His friends were shocked and saddened by the news and immediately agreed to help. They began arriving within the hour, far and feathers flying as they maneuvered their cars around corners and over jumps in a mad dash to Mickey's home. Once everyone was there, Mickey asked them to his living room, where they could enjoy a tall glass of lemonade and plan their strategy.

## A RARE EDITION

Fans of Mario Kart and Driddy Kong Racing can rejoice—the new game from Rare steps true to the feel and fun of those classic racing games. But Mickey's Speedway USA boasts some original features of its own, starting with the use of Disney characters. Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, Ludwig von Drake, and even Big Bad Pete—Mickey's nemesis from "Steamboat Willie"—all make appearances. You can begin racing as any of these characters, except Professor von Drake, whom you'll unlock as you progress through the game. There are also additional secret characters that you'll find. We won't give too much away, but suffice it to say they're related...



**T**he Winch had a good head start, and the gang had no idea where they had taken Mickey's best friend. There was a brief bit of hubbub as they determined which car to take. Finally, after a message from Donald, they each decided to take their own vehicle and hit the road.

## MOTOR MADNESS

All of the racers have their own strengths and weaknesses that have to be considered. Speed, acceleration, handling and weight all play a large part in your racing success or failure. Mickey and Donald are well-balanced and steady racers. Minnie and Daisy have smaller cars without much weight—great for beginning players. They handle like a dream and can stop on a dime, but their top speed is so-so. Pete and Goofy bring up the rear, driving huge beasts that have incredible speed but steer like shopping carts.



Some racers' advantages aren't apparent at first. Minnie's car, with its good handling, can weave easily to grab power-ups, while Goofy will just swerve.

**T**he game's first stop was a small map store at the outskirts of town. They all belted through the front door and began asking for maps to all manner of exotic destinations, everywhere from the Everglades to the Grand Canyon to Hawaii! Pete even grabbed a map for Las Vegas, muttering something about wanting to see tigers. Until they got a clear idea of the Wisenati's destination, they would just have to search everywhere.

## ON THE ROAD **NR**

Mickey's Speedway USA has over 20 different racetracks in cities, states and parks all across the country. Marvel at the rendered Space Needle as you swoosh through Seattle. Drive across the desert in the barren landscape of New Mexico. You'll also visit such places as Yellowstone National Park, Chicago, Philadelphia and Alaska. While the roads themselves aren't specific to the city—a race in gridlocked LA



Lots of racing areas claim to let you drive across the country, but here's a game that **TRULY** delivers. You even get to sample the unspoiled snowy beauty of Alaska.

traffic wouldn't be any fun—the backgrounds may true to the feel and flavor of each location. Rare has also done a great job of including areas that usually get missed in the racing game world. It seems like every driving game in existence has you speeding through the streets of New York, but what about Oregon? Or the Dakotas? You'll even get to visit Colorado—Rockies tickets sold separately.



**N**ext stop was the lab of Professor Ludwig von Drake, the eccentric but brilliant scientist, inventor and linguist. He was shocked to hear of Plato's situation and promised to donate all of his substantial horsepower to the cause.

## WICKY IN THE RYE

No road trip would be complete without stopping for snacks, and you'll find a wide assortment of Ludwig's power-ups along your way. Give your opponent whoa-for with the Baseball Chucker, which can hurl a Pedro-esque 99 mph fastball forward or backward. Marvel at the crazy Paint Splotcher, which leaves a slippery puddle of goo in the path of oncoming cars. And be sure to grab a couple of Magna Flyers, remote-controlled airplanes that soar gracefully overhead before dive-bombing an opposing racer. Simply run over the bouncing question mark barrels to see what perks inside.



Other gnarly items include a Spritzer, the Shield Shell, a Speedster, and a cute little rain cloud called Stormy Weather.



**A**s they sped out of curve, the play started turning rough. "Move it, ya' speed bump," bellowed Pete as he knocked Minnie's racer to the side of the road. "No one can stop me!" Goofy pulled alongside the big lug, only to be snatched back into the guardrail. "Stuntology" wrong here. "Wi-ho-ho-hooey!" Even Daisy got in on the action, bumping Donald's car and sending him into a queasy fit.

## THE SOUND OF MINNIE

Perhaps the most amusing feature of Mickey's Speedway USA is the sound. Sure, the engines are crisp and the tires squeal like bandages, but the interplay between characters is even more amusing. For the dialogue, Disney Interactive even used the same character voices found in many of the Disney cartoons—and what dialogue! The characters each have around 50 different lines that they sling as the cars speed around the tracks, and they change depending on the situation. For example, if Pete is in last place and Donald runs him off the

road, the big fellow says, "You'll get yours, Duck!" If, however, Donald slams into Pete while the big lug is in first place, he'll say, "That didn't hurt!" It's a great touch, and it really makes the game come alive. The same rules of speech apply during multiplayer battles, so even if you can't see the action, you'll still have a good idea of what's going on.



It's too bad it's so easy to skip a sound file into the reprocessor, because the voicecast is hard to be followed. Here's our PC's solution for the script on the sound.

**M**ickey slowed down and looked back. Poor Goofy was falling farther and farther behind. It wasn't his fault, really—the goof just hadn't read much, and his skills were rusty. The others quickly decided that Goofy needed an advantage. But how?

## THE POKEY LITTLE PINTO

Have you ever been trapped in the house on a rainy day, with only less-advanced games around? If they're not very video game savvy, competing with them at any game soon becomes a boring chore. Rare solved that problem with built-in handicaps: Racers who fall far behind will get speed boosts, and find that they receive very helpful power-ups every time they hit a

Question Mark Barrel. That balance makes Mickey's Speedway USA a great game for families and parties.



**T**he gang chased those Wizzeris across the entire country, and after a series of grueling races, Plato was once again safe and sound. They celebrated his return with a trip to the *Multiplayer Arena*, a series of races that one town over. Daisy, Donald, Goofy and Pete zipped around the courses—grabbing power-ups and rearing into walls—while Mickey and Athena munched on popcorn and Plato dozed at their feet. Everyone agreed it was the most fun they'd ever had.



## ROARING ENGINES, HEAR MY CRY

Most gamers agree—it's the multiplayer arenas that make or break a racing game, and this one doesn't disappoint. You can choose from four different tracks: a Dockyard,

an Arena, the White House and even a Steamboat! (Pete's personal favorite, of course.) It also gives you the ability to modify the course as you see fit by selecting the types of power-ups that will appear. The same rules of handicaps apply to the Multiplayer Mode, as do the great vocals.



It's truly a blast to looek your friend into next week with the Baseball Checker, only to hear a comment that singles your character out by name. The variety makes Mickey's Speedway USA perfect for up to four players and ensures that even the folks waiting patiently for their turn at the Controller will have plenty of laughs along the way.



While the Multiplayer Arenas allow you to engage in close-quarter combat, you can race against a friend on any track that you've unlocked.

## THE END-DEK

There will be those who say Mickey's Speedway USA is nothing more than Mario Kart Deuk, which isn't actually a bad thing if you think about it. But the differences between it and other racing games quickly become apparent once you spend about five minutes with the game. The familiar Disney characters are a great touch, and (we can't seem to stress this enough) the sound and speech take the game to a new level. Since it's from Disney Interactive, Nintendo and Rare, you can be sure that it's family-friendly fare, and it won't take you very long to become familiar with the controls. When you add in secret characters, hidden tracks and a difficulty level that varies from the most simple to almost maniacally difficult, you end up with a racing game that's sure to be one of the biggest hits of the year. 🏆







# TAZ

## EXPRESS

MOVE OVER, MAIL CARRIERS. EVERYONE'S FAVORITE T-10000 DEVIL IS ON THE JOB. THE CREATIVE MINDS AT INFOGRAMES AND ZEPHYRO DESTINY STUDIO HAVE PACKED PUZZLES, MAZES, PIZZA, AND LOTS OF INTENSE ACTION INTO A WILD N64 ADVENTURE GAME STARRING TAZ.

### DELIVERY GUARANTEED

The famous Taz Tornado must have been spending too much time on the couch gobbling junk food, because the Devil has locked him out of the house and found him a job as a delivery boy. Little did Taz know, his first assignment would be a lot more than he bargained for. Taz Express will send you on a complicated expedition through city streets and foreign planets, filled with bounties and dead ends. But fear not—everything you need to know to ensure that Taz successfully delivers his first package is in these pages.



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# MICKEY'S SPEEDWAY USA



## Once upon a Time...

*in a world not so far from ours, a racing game was born. Boasting favorite and familiar Disney characters, extreme speed, and a crackerjack design team from Rare, it was sure to be a hit on N64 and throughout the land. This is that game's story...*



**M**ickey Mouse trudged home after a long day at work, wanting nothing more than to relax in his favorite easy chair with his loyal dog Pluto by his side. He placed his key in the lock and slowly opened the front door, waiting for the torpedos of slobber and good cheer that was Pluto to come racing around the corner—but nothing happened. Mickey crinkled his forehead and slowly wandered through the house, looking under beds and in cupboards. Finally, he stepped into his usual backyard and found a note hanging on Pluto's doghouse. It was from those devilishly Wrench... Pluto had been doguapped! Mickey swapped back into the kisser—there was no time to lose.



## INSTANT ENERGY

At the the family dinner table, there's never any instruction to "chew with your mouth closed," because nobody bothers chewing at all. Taz's instantaneous digestive system serves him well in his new job, where he needs to build up enough energy to spin, run and leap. Food turns Taz into a tornado.



### MAKE TIME FOR TOKENS

There are 50 tokens on every level! Taz will earn another crate every time he successfully completes a level and collect all 50 tokens.

### MUM, JUNK FOOD

After eating a large item such as a pizza or hot dog, Taz will be able to whip into his tornado spin easily. Typically, food is located at places where Taz needs energy.



Junk food completely fills Taz's health meter. Once the food is gone, more will appear in the same location after a few seconds. Taz will lose energy only after being hit by an enemy or obstacle.



### FRUITS OF LABOR

For a hungry delivery boy, a pineapple is not quite as satisfying as a pizza or hot dog, but Taz is not a particularly picky eater. Swallow fruit for some quick health.



## CRATE PROTECTION

Several crate protectors are scattered around various levels. The protectors are invaluable—they keep your crate safe from damage while you explore the surroundings.



One piece of fruit will add only a few points to the health meter, but sometimes that's enough to get Taz spinning. If you find yourself in an area with a lot of fruit, try to eat enough to get back to full health. Don't eating is never a constant!



## THE TAZ TORNADO



Without a full health meter, Taz must run in one direction for a few yards before building up enough momentum to start his tornado. The spin is helpful for knocking down all sorts of barriers.

## FOR THE BIRDS



Throughout the game, you'll need certain switches to remain pressed while you traverse the landscape. Use various objects, including birds, as weights.

## LEVEL EXIT

The exits are marked by oddly angled doorways. Once you walk through one, the level will be over, so make sure you've collected all the tokens first.



If you're running low on crates, don't finish the level until you've found and collected all 50 tokens. In particular, be sure to grab the easy-to-find tokens on the last few levels.

## TAZ OUT BACK *NP*

When faced with a steep hill, does a Tasmanian devil a) attempt to climb over it, b) look for a way around it, or c) plow right through it? If you answered c, you're ready for



### BULLDOZING

To get off the beach, you'll need to turn these rocky hillsides into rubble. But be sure to wear your seat belt: The landscape, once driven on a fast dog and some fuel to build up energy. Once the hungry beast is auto-fueled, he will usually perform his patented spin and clear a path through the mountain.

## TAZ TRAILS

All that spinning and thinking in the first level was quite exhilarating, but the next course requires calmness, balance and close thinking. Taz must work his way up and around deadly cliffs methodically while avoiding flying assistance and using objects to clear obstacles.



### MAKE THE WALL VANISH

The road will be blocked by a large, retractable wall. You must first place your crates on the blue floor button to move the wall and collect the rack, which is then used in place of the crate.



the Express. The opening level is fairly simple and a great opportunity to become comfortable with Taz's wild spinning movements.



### WATER UNDER THE BRIDGE

One step at a time, you'll make the climb like a rock, which is why you must jump across the platforms and reach the yellow button that triggers the bridge. Once the bridge is extended, activate the infamous grate and carry it across. Try to collect all 50 tokens before exiting.



### SKYWALK TO THE FINISH

The first yellow button will raise the trackless slope for Taz to climb. At the top, activate the second yellow button to extend a floating walkway to the exit. Take the bridge slowly so that you don't plummet into the vast ocean.

### PESKY BEAKY

Keep an eye on the bird flying over the wall through out the level and don't leave the crate behind for long or he'll swoop down and steal it!





## BIG CITY, SMALL TAZ

Taz has finally found his way to the bright lights of the big city, and he's about to learn that the mean downtown streets are a lot tougher than anything he experienced back in Damserra. The drivers don't seem to understand that sidewalks are for pedestrians!



### FOLLOW THE ARROWS

Look for the white-painted arrows on the streets and follow them closely (hug the buildings on either side to avoid getting hit by the wild vehicles).



### ZAPPED!

The level is completed when Taz catches the crate under the hovering UFO and gets zapped by lightning. Do well, suddenly grow a man, which perfectly sets up the next stage of the story.

## BIG CITY, BIG TAZ

Like out of a scene from King Kong, the overstuffed Taz will bounce off cars and buildings, collecting tokens and trying to recover his beloved crate. The level can be frustratingly repetitive as you hop around the city chasing the flying saucer. Once you track it down, make a wise jump or the ship will send you flying across the city.



### JUST A KID ON A PLAYGROUND

The city streets have become Taz's personal stomping grounds as he uses cars and buildings to reach the Marten Lister carefully for the sound of the UFO and don't let it get away.



### 5PM CYCLE

Enter yourself directly under the crate before jumping. If you grab onto the ship by mistake, you'll be flung to the other end of the city.

## X MARKS THE TAZ

Who would have thought that Taz's adventure as a delivery boy would take him to a different planet? The Martians have swept him away from earth and are determined to steal his mysterious package. Taz has to race the clock as he attempts to transport the crate across laser-filled swines. Be sure to keep the crate away from the robots.



### POWER DOWN

You can't carry the crate across the ravine while the lasers are on. To turn them off, work your way to the other side by jumping on the blue button. The clock will start ticking.



### QUICK SAND

Once the crate is safe at the end of the ramp, cross the ravine and turn off the lasers. On your way back, jump across quickly—the lasers don't reappear until you're long.



### PUT THE "X" IN "EXIT"

After surviving the detour and lasers, grab a pizza for some energy and shoot through the yellow walls on the left and right sides. The X-Ray and the lasers are on either side.



# A-MAZE-ING TAZ

OK, so the previous levels were mildly challenging but not very difficult. Are you ready for a change of pace? You could spend several excruciating hours trying to find a way around the maze, but we're going to make your life easier by explaining the necessary steps.



## PURPLE FIRST, GREEN SECOND

Start by jumping onto the floating glass and collecting the purple key, which will open the green road. Carry the crate along the green path and place it in the tractor beam to the gray key. Then bring the green key back to the start and use it to open the road to the cut.



## TELEPORTER SHORT CUT

After using the green key, you must go back and get your crate. Jump in the teleporter to avoid traveling back down the green road. Once you return to the crate, place it in the newly revealed tractor beam. Then head down the exit road.



## SUPER JUMP

After using a torpedo to knock down the yellow barrier, take all the way back and recover the crate. Drop the crate and yourself onto the newly revealed spring to be launched into the air and over the wall.



## IDENTICAL CRATES

One of the crates is not like the other. Instead of carrying each package to the top of the stairs, simply find the one that breaks when tossed into the air. That's the one you want!

# FIREFIGHT TAZ

There's only one way back to your home planet, and that's via the Martian's escape pod. But to shoot yourself into orbit, you'll need to load the crate, fuel the ship, find the coordinates and light the rocket. Do you think you can handle all that?



## FILL 'ER UP

Follow the white line on the ground until you come across an odd purple and green sphere. It's fuel, and you must recover it safely to the ship and fill the tank. When that's done, another switch will be revealed.



## RED SWITCHES

After completing a task, you'll have to return to the beginning of the level and flip the red switch. Each time you jump on a switch, another section of the surroundings will become accessible.



## ALL ABOARD

Before attempting to load the crate onto the ship, use a torpedo to knock down the surrounding pillars. The crate can be damaged by the lasers while on the conveyor belt.



## LIGHT A FIRE

After using a torpedo to shred the wall into pieces, you'll find a burning bundle in one of the left cubicles. Carry it to the start of the maze, activate the firelight.



## MEMORY TEST

The button puzzle is really quite simple. When you hear a musical sound of two jarring on a button, you know you've found the right one. It might take a few tries, but you should find the correct pattern in no time.



## T HAU5 10 SECONDS

As soon as the fuse is lit, you must race back to the ship before the rocket is ignited and blasts off with the crate. Practice running the route several times before lighting the fuse. Try to have a full fuel tank, too—the course has several tricky twists and turns.

## ON THE RUN

If you thought the Martins were a hassle, wait until you have to deal with Wile E. Coyote's habit of stealing your packages and sending you on a wild goose (or should we say coyote?) chase. You'll have to repeat the level three times.



### BOTTOMLESS PIT

Despite racing forward at top speed, always try to anticipate the dangers that could be ahead. Be sure not to step into one of the dangerous Windpits!



### COYOTE CHASIN'

Wile E. has gotten plenty of preparation chasing the Road Runner for so many years, and he knows all the tricks of the trade. You will need to study the territory and practice, practice, practice.

## SPIN CYCLE

You've used the fun and effective Tex Tornado sparingly on previous levels, but this level will have the spinning until he's downright dizzy. You'll need plenty of energy to knock down obstacles and find various switches, which will help you navigate the desert.



### FLIP THE SWITCH

In advance through the level, you'll need to shut down the moving trap. A simple flip of the switch will do the trick, allowing Tex to go along his merry way.



### FENCED IN

These rocky old fences don't stand a chance against the Tex Tornado. Knock 'em down with a swoosh. There's a switch behind the fence shown in the second picture.

## CACTUS MAKES PERFECT

Chasing Wile E. Coyote has led Tex deeper into the vast desert. But there's more to be found in the wasteland than meets the eye. Be sure to keep your eyes in good shape as you catapult across the barren region.



### CATAPULTING

You'll have to work your way step-by-step across the level by catapulting yourself continuously from one vial shelf onto the next. Find the A marks on the ground and transport the catapult to the appropriate spots before jumping on and launching yourself into the air.



### CACTUS CUSHION

Always remember that proper landing is a part of a good delivery service. When catapulting you can risk a wobble if you're not being very careful by using the cactus as a cushion.



### TASMANIAN TWO-STEP

Don't be afraid of the tiny tarantulas—they can be used as platforms to leap across hazardous areas. Time your jumps carefully to avoid a painful fall.



### STEP BY STEP

Yet another switch will extend a long, steep flight of stairs. Once you get to the top, be sure to drop your package in the crate protector before it sustains damage.

# WILD, WILD TAZ

The next scene of Taz's whirlwind adventure takes place in an Old West ghost town, where Yosemite Sam is responsible for keeping the peace. The dilapidated buildings seem to be deserted, but proceed with caution and stay out of trouble with the law.

## SALOON STOP

Whoa! There are enough explosives in the joint to blow it to kingdom come. Disarm the bombs before they wake up the local sheriff. Move carefully but quickly.



### BOMBS AWAY

The only way to prevent the bombs from blowing Taz to smithereens is to deactivate them quickly by jumping on switches. Just be sure not to miss one!



### HOP, SKIP, JUMP

To will find his self bounding around the stack, trying to avoid flying objects. A full health meter will keep Taz moving despite the hindrance.

### PLATFORM PATIENCE

Making the long leap from one platform to the next requires concentration, balance, timing and lots of patience. Be here first, don't rush through!

## IT'S NO FOUR SEASONS

The old lodge isn't exactly rich with creature comforts, but Taz will need to transpire it nonetheless. Be sure to make an extra effort to find all the tokens.



### BARREL O' FUN

Jump behind the counter and grab a barrel that can be used to hold down the switch while you explore the surroundings.



### BOXED UP

You'll find yourself missing a key that will open the locked door. Clear out the pile of boxes to uncover the key and use it to get into the next room.



### TOKEN TALLY

After finding the map, you'll need to make a pit stop if you want to collect a gob of tokens. Find the switch that activates the platform and grab all the valuable coins.



### BALLOONS AND BOMBS

Walking near a saloon will cause it to burst and awaken the sneezing sheriff! Similarly, if you don't act fast enough to prevent the bombs from going off, the explosions will awaken Sam's sleep. Consider your self warned!



### SLEEPING SAM

Yosemite Sam isn't bound to being a pleasant mood if you happen to disturb his peaceful slumber. As a result for all but, waking up the sheriff will land you a prison, forcing you to start the level over again from the beginning!

## JAIL BREAK

Once locked behind bars, Taz will have to take advantage of his anger and start spinning. Knock down the jail walls and find the key that will lead Taz to freedom.



## DIGGING DITCHES

Just as in the Maroon's ship, steady hands and smart thinking are more valuable in this level than subconscious spinning or careless exploring. Be calm and move slowly.



### OPEN SESAME

The Taz Tornado won't be able to knock down the barriers, so find the buttons that correspond to the various doors to get through the level!



### OUT ON A LEDGE


Don't be afraid to go out on a limb and inch your way across the ledge. If you find the coin egg, you'll be rewarded with several of valuable tokens.



### SLIPPERY SLOPE

We're out for wellness that suddenly slip! Don't waste time by straggling across, or you'll find yourself slipping off the edge. Move ahead bravely!

## MORE FANTAZTIC WORLDS

Unfortunately for the poor soul who's been waiting to receive the package, the adventure is far from over. Taz still must skate across icy lands and swim through mystical underwater domains, all while keeping the crew free from harm. Remember, better late than never! 

# Disney's Aladdin

Disney's ALADDIN  
COMES TO  
GAME BOY COLOR



Aladdin slashes his shining sword, leaps across rooftops, and dodges danger through the streets of Agrabah. He sails the Sultan's dungeon, snatches the magic lamp, and saves Jasmine from the evil Jafar. It's all on your flying carpet in this gorgeously fun-filled ride!



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# classified

information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

## Beetle Adventure Racing

### BOXES O' CHEATS



Beetle Adventure Racing, one of the coolest driving games available, just got better with a slew of cheats. Drive through the courses in Championship Mode, and smash Groovy Boxes hiding at the locations listed below. Each code does something different—from giving you a handicap in the Beetle Battle to changing the color of your car. You must complete the race for the codes to take effect.

#### GROOVY!

Cheats won't work unless you activate the menu. Drive through Coventry Cove until you reach a barn with two haystacks. If you drive up to the stack near the road, you'll hear "Groovy!" Press the track to open the cheats option on the Options Menu. This also allows you to toggle the order on and off during Beetle Battle Mode.



#### HANDICAP MODE

Drive through Coventry Cove until you come to the iron crossing. Pass the drawbridge to find a crane on the right-hand side. In front of the crane is a white stone fence—find the hole in the fence and drive in for a Groovy Box that sets a handicap during two-player races.



NP  
16

#### SETTINGS

In Coventry Cove, there's a jump on the left-hand side of the road, just past the first tunnel. Go over it, land on a small island with Starbreeze-like rocks. Soothe behind the pillars for a Groovy Box. Now you can control the 7 boxes in Beetle Battle.



#### BE HEALTHY

In Mount Mayhem, cut to the right before you reach the first bridge and head through towers. Drive straight until you come to a huge white Leap of Faith, but aim to the left. If done correctly, you'll land on a snowbank. Turn and head up the mountain for a Groovy Box that controls health during two-player races.



#### COLOR ME HAPPY

Zip like a maniac through Mount Mayhem until you encounter the second suspension bridge. Drive over this and through a cave. When you exit the cave, turn around—you'll see a grassy area with some trees. Drive through them for another Groovy Box. Now your Beetle can change colors mid-race.



#### SMASH THE SHACK

Drive through Inferno Isle until you see a dirt road to your right. If you take it, you'll end up in a swamp. Drive on until you see a ramp that leads to a small shack. Slowly drive over the ramp, smash the house and hit the bricks. Look to your right for a Groovy Box. The colors of Beetle Battle Ladybugs can now be altered.



#### TIME'S UP

At the very end of Inferno Isle, as you drive through the live that is at the village on fire, there will be a hut to the left of the finish line. Break the hut for one final Groovy Box. Five limits of varying degrees can now be imposed during Beetle Battle.







## BIG CODES, LITTLE MEN

Like its big brother for the N64, NFL Blitz 2000 for the Game Boy Color has a locker room full of built-in cheats. Up to this point, the only way to achieve a cheat was by trial and error, but for no longer! We've compiled an exhaustive list of the biggest and baddest cheats for the handheld gridiron. The numbers correspond to the number of times you must press the buttons at the code screen. For the No Fumbles code, you'll press Start three times, B once, A twice and Down on your Controller Pad.

| START | B | A | PAD   | RESULT             |
|-------|---|---|-------|--------------------|
| 0     | 1 | 3 | UP    | INFINITE TURBO     |
| 2     | 1 | 8 | UP    | NO FIRST DOWNS     |
| 3     | 1 | 2 | DOWN  | NO FUMBLES         |
| 2     | 3 | 3 | LEFT  | NO INTERCEPTIONS   |
| 1     | 3 | 1 | UP    | NO PUNTING         |
| 3     | 2 | 1 | UP    | POWER UP DEFENSE   |
| 3     | 1 | 2 | UP    | POWER UP OFFENSE   |
| 2     | 3 | 3 | UP    | POWER UP TEAMMATES |
| 3     | 3 | 3 | DOWN  | SECRET PLAYS       |
| 3     | 1 | 2 | RIGHT | SUPER PASSING      |

## WHERE'D IT GO?

With Super Passing you'll be able to hurl footballs downfield like they were Frisbees. The only drawback is that they fly so far they're difficult to track.



THE TALISMAN OF FATE

## CRACK SOME SKULLS

We've already told you a slew of codes for Xena: Talisman of Fate, but they just keep coming. This month, we're proud to bring you two codes that are sure to start a new worldwide fashion trend.

### GREEN NOSE

To give your character a green clown nose, enable the In-Battle Cheat Mode by holding A and pressing Right, Right, Left, Left, Right, Left, Right on the control pad. Once you've done that, press left C, left C, and the B Button.



### PURPLE NOSE

Enable the In-Battle Cheat Mode by entering the first part of the code above, then press left C, left C, 2 to give your fighter a stylish purple snoot.



## HOW DOES SHE DO THAT?

Easily the most painful of the codes in this month's issue, this back-breaking oddity for Nightmare Creatures isn't a cheat so much as a disgusting display of Nadia's flexibility.

### YOWZA!

Begin the game as Nadia and immediately hold Up, B, A, left C, and bottom C. If you do it correctly, Nadia will land bent in half, but she'll still be able to walk around Ugh!





# ARMY MEN AIR COMBAT

## WE NEED AIR SUPPORT!

Sometimes it can be downright difficult to defeat that dastardly dehard General Plastro and his Tan armies of doom. If you find yourself with trouble in the ranks, enter the following code at the password screen: R, left C, Right, Up. It will unlock every level in the game, as well as all the helicopters.

## LOTS OF CHOPPERS

Jump straight to the last level with this great cheat, then entrance the letters to your Huey's missile battery.



# EXPERIENCE XGR2

## RACE ON

Ah, there's nothing better than racing around a course at insane rates of speed, watching bike after bike smash into the wall and explode in a giant fireball. While we've peated a number of codes for this game in the past, including how to be blurry and other cool visual tricks, this mammoth cheat takes the cake. Would you like every bike, every level, and Dual Mode unlocked and waiting for you? Of course you would, and that's why we're here. Go to the Password menu and enter 27PVNMG45St. You'll get all of the promised goodies and a personal sense of satisfaction to boot.

## GIMME BIKES

Why race around on some wimpy spacy bike mapped when you can cruise around on a wicked VenomBike?



# Wacky Races

## A WACKY GREAT

Wacky Races for the Game Boy Color may not be the most well known of Nintendo's do-over-expanding software library, but it is a fun little game in its own right. If you're one of the few lucky enough to own a copy, enter the name MUFFLEY at the password screen to unlock every car and track.

## CURSES! POILED AGAIN

You'll never have to say those words without incense network of cheats at your disposal. Grab every car and track, then spend hours screaming round corners in a fit little rage.



# SPY VS SPY

## LEVELED

The original Spy vs. Spy came out for the 8-bit Nintendo system, and we're happy to say the Game Boy version is an improvement. Open up your life to more sneaky wackiness by entering the code 15124—it will open up every level.

## BOOM!

You can't run from a big, round bomb with a lit fuse, but you can't take. Use our secret password to explore all the levels of everyone's level to secret agent duo.



SEND CODES TO:  
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# BATMAN BEYOND

## RETURN OF THE JOKER

The dark streets of Gotham are haunted by a fiend from the city's past. Take up the black cowl on the N64 as Kemco and Ubi Soft put the next generation Batman on night patrol.

In a mid-21st century Gotham City is no high-tech utopia. It sank under the weight of its own corruption after the original Batman hung up his cape and retreated to his cave. Predatory gangs prowled the streets. Weapons of mass destruction can be

purchased on street corners. The stage is set for a new animated feature and N64 game—*Batman Beyond: Return of the Joker*. Batman's old foe is set to deliver a killer punchline, and only you can stop the lethal legacy in the forthcoming brawl.

# SINGLEXX

## CAMO

Don't leave this bike by the bushes, you might just lose it!



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# TUROK 3

## SHADOW OF OBLIVION



The duty of the Fireseed clan falls on new shoulders in Acclaim's latest 1164 thriller. But the real story is that Acclaim, after several disappointing efforts in the Turok line, has created an exciting, well-balanced adventure that will keep you battling Oblivion into the wee hours.

©2000 Acclaim Entertainment, Inc.



#### MP: HOW IT RATES

Over-the-top gore and violence put Turok 3 in the Mature category. The ESRB rating indicates that the game is suitable for players 17 years old and older.



## PASSING THE BURDEN

When Oblivion's soldiers track Josh Fireseed to his home, the hero of three Turok adventures knows that his time is up. Someone else will have to bear the Turok burden in the future.



Danielle



Josh's sister is the heir apparent to the Fireseed clan. Danielle possesses all the natural ability of her departed brother, and she can use a propogator hook like a master commando.



Joseph



Belly brother! Joseph may have a lot of guts to shoulder the responsibilities of the Fireseed clan, but his small size and skills with night vision goggles may be the keys to his survival.

## CHAPTER 1: THE BREACH

After escaping from Josh's killers, Danielle and Joseph meet Alden, who takes them to the Council of Waters where one is chosen to become the new Turok. The first task is to stop Oblivion from creating an entrance into our world.

## The Path of Life



The worlds of Turok 3 may seem huge, but you can find your way through them easily by following the trail of LifeForce items. Trust in the Life force.

## Arrows Aren't Enough



Use it! Begin the adventure with a gunpowder or knife and a bow and arrow—not much of an arsenal for stopping Oblivion. Look for a portal in a room above the basement. Jump to a hovering pad to reach the upper hallway and pick up ammo while you're there.



## The Key to the Boiler Room



After passing down the elevator shaft and past all your alien beasts, duck into the room on the side and pick up loose items. Shoot the crate on the left side of the room to get to the Boiler Room Key.



## The Shotgun Leap



In this Back Alley scene, climb the fire escape and look for two LifeForce items beyond the edge of the roof. The shotgun is on a ledge below the LifeForce items. Get a running start and jump to the ledge.



## Danielle Grapples with a Problem



Danielle must use the George Grapple to swing between the holdings. Look for the silver orb in the distance, use the grappling device and fire. You'll be pulled across the gap almost instantly.

## Joseph Visits the Museum



The night vision goggles will help you see the dozens of laser beams that intersect the display areas while Joseph enters the museum. You can duck under some beams and jump over others. The exit is on the bottom floor.

## A Tight and Speedy Journey



Drop into the pipe in Captain Davis's Testroom and follow it. When you hit the water, swim against the current to avoid the blades. The F50 piece is in the first corner chamber. Continue on, picking up items and shooting foes.

## Where's the Subway?



You'll emerge in a water-laden section of the City with skyscrapers hating in the buildings. Look for the glowing windows around the towers and shoot the singers when they appear. Climb the grid on the open structure and drop down to the walkway below.



## Speed Revised



What do you do, Humbert? Here is a tip to avoid the subway tracks, then enter the train, race to the front and stop it from crashing. Finally, turn off the power to the basement and ride to the elevator roof.

## OBLIVION'S BREACH



You'll find Oblivion's gateway has already opened when you reach the roof. Blast away at it while dodging its attacks. Even though you'll destroy the ship, the damage has already been done. The breach between the timelines is open, which means that it's time for another cool plasma beam.

## CHAPTER 2: THE MILITARY BASE

With the breach open to the present timeline, Obi-wan begins a campaign of terror. Joseph and Danielle are in a military research facility. Their task is to stop Obi-wan by destroying a vile sea creature named Xiphos.

### Rapid Fire



The assault on the military base begins when you enter a courtyard where you'll face some stiff resistance. Pick up an assault rifle in case of the hushers.

### Corridor Key



The guards will try their best to stop you, but you must defeat all of them and get the Keycard in the lower. Look behind buildings and in every room to pick up ammo and health.

### Top Side



In the Top Side wings, look for two lifts. Once items get to a ladder. The ladder leads to a control room where you can grab the Lift Access Keycard. Activate the lift in the Lift Control bank.

### Stop the Missile Launch



Jump down to the Main Access elevator, get the Side Keycard from the scientist and race the clock to deactivate the four missiles. After that, go to the control room and push the red button on the console to end the sequence.



### Danielle's Feb Bow



If Danielle jumps into the engine works for missiles. Then end four, she'll find the explosive 30k Bow and the second P90 Pistol.



### Shadow Bow



When Joseph finds the main lift in the main floor and goes, he'll find the Shadow Bow and a P90 Pistol. The P90 is a weapon composed of five pieces.



### Danielle's Circuit



When Danielle enters the Dark Hanger area, she must find a circuit board and place it in the slot in the control room near the hanger. The fighter will be on, but she'll have to face aliens and guards.



### Joseph and the Barracks Key



Joseph takes a jewelry box to the barracks. You'll have to use the night vision goggles to see your way around the hanger and discover the Barracks Access Keycard. Look for glassies in the darkness that indicate items.

### The Wrecked Room



Slime forces have wrecked the Bio Room, but you can't let that stop you. After you battle the smart gun's inside it.

Next, acquire a grapple with your shuriken. A secret tunnel on the other side restores health and ammo.

### The Ultimate Headache



After picking up all the items, head into the worst of the chamber to get your patrol upgraded. Switch around until you get the Central Room. The classic tank CD is a total bomb-blow.

### Pick up health and Open the gate



Take the elevator down to the Observatory and collect as many items as you see. Don't forget to lock behind the doors for a Full Health item and ammo. Go back to attack as you head for the Sub Pen. Then into the you'll activate Lifeline Home.

### XIPHOS



The power of Obi-wan has created the monster known as Xiphos. Position yourself near the health power up in the corner of the room (behind the eye). When it rises to the top, you'll have to climb above the ground and release the substructure as it drifts into Xiphos.

## CHAPTER 3: THE LOST JUNKYARD

Aidan explains why Oblivion wants to crush that which the 'Jurons' protect. The child from Joshua's dream is the key, and the two Precursors must stop Oblivion before it will be able to find him.

## Access Modules



After you've defeated the garrals and the garrals drop electronic keys known as Access Modules. It's up to you to collect the modules in their corresponding doors.



## Danielle's Firestorm Shotgun



After Danielle escapes the Junkyard, she'll find herself in a swampy cavern with a cracked floor. There, she'll find the shotgun upgrade.

## The Red and Blue Crystals



Collect the Red and Blue Crystals to be able to unlock the next level of the Green stage. Look for the crystals in both side chambers. Precursors themselves will attack you in the area. Look for their footprints.

## Battery Not Included



A battery is missing from the main power panel in the Generator Room. Finding it is your first priority. Get it from the Storage Room and return it to the main power unit. The door at the end of the hall will open up, giving you access to the Lab.

## Three Fuses



Enter the Lab using Access Module C and grab the Red Fuse. Note the elevator to reach the Blue area. Drop into the hole in the ground to find the Blue Fuse. Look inside the Puffer's cage for the Green Fuse.

## The Vampire Gun



Sometimes left in nasty vampire lying in the control room floor. You don't need ammo to fire it, and you'll lose some of your health with every shot you fire. It's a weapons of last resort.

## Time of the Flood



Plug in all the fuses then go to the control room and push the buttons that open the flood gates. The large chamber will be flooded with water, and you'll be able to reach areas that were inaccessible before the flood.

## Building the P30



After the Green chamber is flooded, dive into the water, and swim back toward the room with the monitor. On what used to be a high ledge, you'll find the P30 part and a Total Health item.

## Sawer Rifle and Shredder



In the room boyed the flood gets control, you'll find the Sawer Rifle upgrade, and the converted Shredder rifle. Grab them both.

## Launch the Grenades



In the Jungle area, despite the flooded waters of the Dike, climb onto the rocks as Danielle or follow the piping along the wall on Joseph to pick up the Grenade Launcher.



## Danielle's Diving



Danielle can use the Cherry Grapple on the outside of the Foyer. The upgrade found in a book on the wall turns the Assault Rifle into a wall-shoot cannon.

## OPTIMA



Press through the Jungle and the Foyer then descend a ramp to meet the Optima. The angry creature spits green vesper. Use the hill for protection and disrupt the beast by making the diagonal and bottom cone the Optima lose energy. You'll need to come in a split of the room to deliver the finishing attack.

# MULTIPLAYER MADNESS

Turok and multiplayer gaming go together like a bow and arrow. The matches are for one to four players and added bots. Players may choose to play as any one of the dozens of characters and skins from the game, which they can customize or band together.

## Scavenging Scenarios



You'll begin with eight modes or scenarios, which include old favorites such as Capture the Flag and new modes like Monkey Top and Weapon Master. Players can customize six categories: Weapons, Victory Time, Team Damage, Sudden Death and Arena.

## Pursue Arenas



With 25 arenas to choose from, players will have a lot of territory to roam. A cool walk-through feature gives you a preview of your chosen arena before you begin the match. Most of the arenas feature multiple levels and great walkable locations.

## Outstanding Options



Not only can players choose their character, they can even boost his or her, or its, power level. You can choose playing as a woman, an owl, and customize weapon conditions at the weapons that you begin with or pick up during the game.

## Disturbing Bots



The bots in Turok may not be as specialized as the ones found in Perfect Dark, but you can comb them up with high-defining visuals and place them on teams with or against human players. The bots are the best of Turok's many setup options.

# TUROK WILL SHAVE

This Turok wakes up for past disappointments. It's so advanced graphically that the character's actually show emotion. As for game play, Acclaim infused the mission so well that you'll never feel trapped. And with two characters, four levels of difficulty and lots of multiplayer options, there's a world of replay value to explore.





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GAME BOY COLOR

RP  
Rating Pending  
No rating given by ESRB  
for more info

Ubisoft  
GAME BOY COLOR

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# Disney by Design

## Wonderful World of Games

Game Boy Color and N64 are your tickets to the Magic Kingdom this fall. Developers dig deep into Disney Interactive's catalog of colorful cartoon characters to bring you a quartet of new games.

*The Disney*  
**Alice in Wonderland**

GAME BOY  
**COLOR**



*The Disney*  
**DONALD DUCK**  
**"GOIN' QUACKERS"**

GAME BOY  
**COLOR**



**Tigger's Honey Hunt**

NINTENDO  
**N64**



*Walt Disney World*  
**MAGICAL RACING**  
*Talk*

GAME BOY  
**COLOR**



# Walt Disney's Alice in Wonderland

Welcome to Wonderland, where you'll find Alice engaged in her furtive search for a harried white rabbit. The new platformer for Game Boy Color from Nintendo captures the colorful look of the Walt Disney feature based on Lewis Carroll's mind-bending masterpiece.



## Maddening Modes

When you tire of the running and hopping and growing and shrinking, try some of Alice's less strenuous pursuits. Unlike the platform game, the other two modes on the Game Pak won't strain your brain—or your fingers—very much.

### Where in Wonderland



As if you haven't had enough of the infernal rabbit in the new game, Where in Wonderland lets you against your furry friend in delightfully glib games of go: you barely hold and stick. Either launch CPU-controlled rabbits, or take turns with a friend in Two-Player Mode.

### Alice's Art Gallery



There may be some bizarre things going on in Wonderland, but they probably aren't half as weird as what you'll come up with when you stick, cutting, and putting images in the Art Gallery. You can choose from a wide range of characters and items.



## Malice against Alice

Alice might have stayed put for her history lesson if she'd known Wonderland would be so complicated. Alice in Wonderland's main game deals a tough hand of enhanced playing cards, perplexing puzzles and precarious pitfalls. You'll need to collect stars and find keys to locked doors if you want to catch up to your cottontail quarry.

### Quick Step



Nothing is as it seems in Wonderland, right down to the ground beneath your feet. Stay alert for sections of flooring that fall away as you run over them. You'll fall to the next level if you Gerwalk over the trap door flooring, and your health will suffer for it. You'll be freed, you keep grooving.

### Killing Time



Take time out of your busy adventure to take time out in a battle. No one will blame you if you watch the clock while fighting the boss, especially since the clock is the boss. There is no real trick to stopping the clock, just keep pounding on the boss until time stands still.

### Lotsa Lock



Because you can't progress in the adventure until you've opened locked doors, most of the game play in Alice is centered around finding keys. Usually you'll need to see a madhouse to shrink down to equal size or execute a somewhat difficult jump from platform to platform to earn a key.

### Bumper Bottle



At certain points on your trip through Wonderland, the game play will transform into a vertically scrolling, racalike challenge. You'll drift through the air or through the water while trapped in a bottle—so you can't dodge incoming objects and get stuck, such as mines, as they tumble toward you.

# At Ease, Sailor

Everyone's favorite Type-A duck will soon be mastering through a new platformer from Ubi Soft. He'd prefer to let troubles roll off his back, but when his slick-feathered girlfriend, Daisy, gets kidnapped, he really puts his foot down. You'll need to display uncommon pluck as you board across treacherous terrain.

DONALD DUCK

## "GOIN' QUACKERS!"

© 2000 Ubi Soft Entertainment

### Hopping Mad



All Donald ever wants to do is jump and splash. It's pretty clear where you need to jump, but the timing part can be less than obvious. As a general rule, you should try stamping on suspicious-looking objects in the ground, like sticks that bridge gaps in the forest or square doors in Magica's Manor. None of them can hurt you, but they'll lead a way out of a room or new areas to explore.

### One of Your Favorite Haunts



Magica's Manor illustrates the typical jumping puzzles you'll face in *Goin' Quackers*. As the red and yellow lines indicate, you often need to grab a power-up if the route to you can't be reached locally or even through a particularly stubborn door.

### Window Wars



Usually there are objects near a boss that help you defeat him. While fighting the Beagle Boys, said-beeey baby looks to float up to their windows then slomp on their heads. They'll repeatedly pop out of a window to throw bombs at you. It's best to avoid them.

### Don't Get Ditched



Another recurring challenge in the game involves following other characters as they quickly negotiate an obstacle course in Magica's Manor. For example, you'll need to keep a girlfriend ghost in your sights as he floats through the complicated virtual maze, shown with red arrows on the map.

### Walk on Wax



Power-ups usually just allow you to reach as otherwise unreachable platforms, but they also have other functions. Floating barrier circles only enter you to grab a nearby power-up. You can use the candlestick as a platform.



## Tigger's Honey Hunt



### Tiger Trials

When the time for honey hunting has passed, you can while away the hours playing minigames with your furry little friends. While none of the games are very rigorous, it's always nice to spend time with your good friend Pooh.

#### Rabbit Says



Rabbit is calling the shots in a variation of the party favorite, Simon Says. You may take home a trophy if you manage to match the long serial leader's button combinations.

#### Paper, Scissors, Stone



Long used to make decisions in times of conflict, Tigger and his friends now play the game for its own sake. If you continuously trump your opponent's choices, you'll win the trophy.

#### Pooh Stick



It's a beautiful day for a stick race, so head down to the river for a friendly competition. If you just stay in the right place at the start, the current will do it for you.

## Manic Mammal

If you've seen any of Winnie the Pooh's adventures, you may think Tigger is rather irresponsible—a good friend, to be sure, but not someone you'd depend on in a time of crisis. NewKidCo is out to polish Tigger's image on the N64 by sending him on a mission to help Pooh in a pinch.

### Earn Your Stripes

At the beginning of the game, Tigger is doing what he does best: mowing around. Winnie doesn't have time for his shenanigans, though. The bear is planning a party and is helplessly short on honey. Because Tigger loves a good party, he gladly volunteers to collect some Honey Pots.



#### A Helping Claw



It seems like everybody wants something from Tigger. "Hey, Tigger, I lost a wheel from my wheelbarrow. Can you help me?" "Hey, Tigger, will you look around for my tail?" Because you're a good friend, you'll help your pals with their problems without any expectation of a reward.

#### Power Pouncing



If there ever was a creature born to jump, it's Tigger. At times, he seems less like an animal than a big, furry spring. Your bounding skills will be tested rigorously by the game's 3-D, side-scrolling landscape. Friends along the way will remind you how jumps—some involving your tail—that you'll need to progress in your adventures.

#### Breezing Through



Don't get complacent when you're leaping from perch to perch. Often, you may assume you'll need to go one direction when the correct route is another way. Don't jump into space. Thinking there's always a place to land beyond your view. If your next jump isn't obvious, take the time to look around for a suitable perch.

#### What's Your Sign?



Friends will often tell you where to go during your honey hunt, but they may not know where there are secret stockpiles of the sweet stuff. Try giving attention to the honey pots' shadowy lives. They'll show you the way to golden goodness. When they're in range to annoy, you can bet there's something sticky in that direction.

Walt Disney World Quest  
MAGICAL RACING Yolk.



## Time Trial Mode

The amusement park tracks of Walt Disney World® are at your disposal for practice runs in Crane's high-performance racing cart. The Time Trial Mode is a good way to learn the courses for when you need to take on the competition.



## Adventure Mode

Chipwinks are often considered cantankerous, but Chip and Dale take troubleshooting to the next level when they drop their coons into the Walt Disney World Magic Machine. As a result, the fireworks mechanism explodes into several pieces—each located near a track in the game. As you win races, you'll be awarded pieces of the machine. Complete the machine, or you'll let down all the fireworks fans in the park.



## Amusement Park Rally

Otto Magnet fans, your wait is over for a racing game featuring your high-octane hero. OR, we don't know who Otto Magnet is either, but you may enjoy Crane and Disney Interactive's zippy cart racing game.



Chip



Amanda Sparkle



Tiara Damage



Dale



Bruno Biggs



Moe Whiplash



Otto Plugnut



Oliver Chickley III



Polly Roger



Baron Karlott

### Jumps



Catch a little air by hitting the B button when you go over the small ramps on the course. They'll give you a big burst of speed.

### Fairies



Each of the racing attractions in Magical Racing has eight fairies scattered around the track. Collect all of them to receive a prize.

### Coins



Your cart will accelerate every time you pick up a coin on the track. If you manage to get ten coins, you'll rise up to maximum speed.



## Magic Time

From classic characters to beloved children's stories to high-speed racing, this fall's crop of Disney Interactive's titles boils the mousetrap with fun and thrills. Just pop any of these Game Paks into your Game Boy Color or N64 for an instantaneous ride to the Magic Kingdom®. They make a small world even smaller. ♪

# Game Boy Color Essentials



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Pokémon Gold and Silver promise an all-new Pokémon game experience, featuring innovations like the Pokégear, the mysterious Pokémon Eggs, two more Pokémon types and, most importantly, lots of new Pokémon!

# POKÉMON

Gold Version Silver Version



## Precious Metals

Last month, Nintendo Power gave Pokémon players a sneak preview of some of the treasures to uncover in Pokémon Gold and Silver—and this month we're at it again, with coverage of the first three areas, several routes and so much more!

Pokémon Gold and Silver keep all of the elements that made the original Pokémon games so cool and add even more great stuff to make Pokéfans old and new very, very happy.



## Brand News

Gold and Silver introduce many new elements into the Pokémon universe. Lots of things have been discovered in the Pokémon World since the last time you visited, and you will learn about each one as you progress through the game. Every one of the new elements adds something special to the game play.

## Just Your Type

One of the most important additions in Pokémon Gold and Silver are the two new types, Steel and Dark. The two types add a bit of much-needed balance to the somewhat Psychic-dominated Pokémon type chart.

### Steel-type Pokémon

Pokémon of the Steel-type are pretty tough, but they have their weaknesses. Steel-type Pokémon will fall to Fire-, Fighting- and Ground-types but will prevail against Ice- and Rock-types.



### Dark-type Pokémon

Dark-type Pokémon have an affinity for the night and are strong against Psychic- and Ghost-types. Fighting-types and Bug-types are strong against Dark-types.

## A Friendly Reminder

The relationships built between Trainers and their Pokémon are stressed in Pokémon Gold and Silver. There are many ways to make Pokémon happy, including using items on them and not showing them to their friends.



## Get Itemized

Pokémon can hold items in Pokémon Gold and Silver, including the Paralytic Berry, which automatically heals a paralyzed Pokémon. Pokémon can hold all kinds of items, even while they're being traded!



## Gear Up

The Pokégear is a very helpful device that the hero wears on his wrist. It's a multi-functional device that is used to store your map, phone and notes. You won't have all the functions available at first—you'll have to earn them as you play.



### Phone

The first Pokégear function you'll learn how to access is the phone. Select Your Pokégear, choose the phone icon, then choose the name of the person you want to call. Easy!

## Mystery Egg

A new discovery in Pokémon science proves that Pokémon hatch from eggs that male and female Pokémon are somehow producing. Your first errand is to pick up an egg from a Pokémon enthusiast and bring it back to your neighbor, Professor Elm.

### Egg Scramble

The first (and certainly not the last) Pokémon Egg you encounter is given to you to raise. It seems that Pokémon Eggs will hatch only when they're in the presence of active Pokémon, so keep this one in your party!



# A Whole New World

Many aspects of the Pokémon experience are new in Pokémon Gold and Silver. Your character is a Pokémon Trainer who lives in Johto, a land that borders Kanto, which is where Red, Blue and Yellow took place. Professor Oak is still on hand, but your main contact is your neighbor, Professor Elm. Your journey starts in New Bark Town, your hometown.



## A Rivalry Begins

The person who becomes your Rival is peeping through the window of the Professor's lab. Has he up to no good, but you won't be able to do anything about it yet.

Your hometown is quite small—but many big things happen to you there. Your mother sends you over to Professor Elm's lab so you can help him out, and the errand he asks you to do is just the beginning of your adventure.

## Professor Elm's Lab



To Route 29

## Your House

To Route 27

Much later, when you've collected all of the Gym Badges in Johto, you will Surf over the water and into Kanto.

## Time Flies

Your first task is to enter the time of day when Professor Oak asks you to fix the Game Pak. He will keep track of the passing time even when the Game Boy is turned off.



## Grab Your Gear

When you walk down the stairs from your room, you will run into your mother, who will give you your Pokigear. She'll also tell you how to use it as a phone.



## Elm's Errand

Professor Elm will ask you to pick up a strange stone at Mr. Pokémon's house near Cherrygrove City. He will offer you a Pokémon for a companion.



## More Assistance

After you complete the errand, be sure to talk to the Professor's assistant—he will give you some Poké Balls so you can start collecting Pokémon.



## Your First Pokémon

Much like Bulbasaur, Charmender and Squirtle, Chikorita, Cyndaquil and Totodile are Grass-, Fire- and Water-types, respectively. You must choose one to join you on your errand.

### Chikorita

Watch out for Flying, Fire- and Poison-types if you choose Chikorita as your first Pokémon. Grass-types are strong against Rock-, Ground- and Water-type Pokémon.



### Totodile

Totodile's Water-type works very well against Fire-, Ground- and Rock-types. Ground-type also makes a weak against Grass- and Electric-type Pokémon.

### Cyndaquil

Cyndaquil is a Fire-type, making it strong against Grass-, Ice- and Bug-types. However, Water-, Ground- and Rock-types will be using Cyndaquil.





There is a lot of tall grass on Route 29, and you'll have to walk through it to get to Mr. Pokémon's house. You can't catch the Pokémon you'll battle because you won't have any Poké Balls, but your starting Pokémon will gain experience.



#### Berry Good

The large, rounded trees with the light-green foliage bear interesting fruit. You will find a Berry on some trees if you have a BHP.

#### To Route 46

You won't get very far on Route 46, which has cliffs blocking your progress. You don't need to go there at first, anyway.

#### Potion

To Cherrygrove City



From New Bark Town

After you've completed the event, you can talk to the person in the crowd, who will explain how to catch Pokémon.



You still have a short way to go to reach Mr. Pokémon's house—but while you're in Cherrygrove City, be sure to talk to the old man. There is no Gym in Cherrygrove City.

After you have Surf and caught it outside a bottle, talk to the guy on the island, who will give you Mystic Water, an item that increases the power of Water-type attacks.

#### To Route 30

#### Mart

You can buy many items that will help you on your journey at the Pokémon Marts that are located in many areas.

#### Pokémon Center



You can heal your tired or hurt Pokémon in the Pokémon Centers in every town. You can also access your PC and Ball PC inside the Centers.

#### Rival Battle



On your way back to Professor Elm's lab, you will have a match with your Rival.

#### From Route 29

If you talk to the old man he will offer to show you around town. After he's done, he'll give you a Map Card for your Pokémon.



Mr. Pokémon's house is actually located on Route 30. You'll have to walk through even more tall grass on your way to the house, and again, your Pokémon needs the experience. Stick to the right of the main path to reach Mr. Pokémon.

### In the Dark

You won't be able to walk through the Dark Cave until one of your Pokémon can learn Flash, which lights up dark spots.



To  
Violet City



### Find Mr. Pokémon

Mr. Pokémon has a Mystery Egg that he thinks will hatch a baby Pokémon. Take it and the Pokémon that the young Professor Oak gives you, then head out.



### Battle in Progress

When you return to the area, the Pokémon battle starts blocking the road until you're able to continue on to Violet City.



### Call Me!

After you defeat Bag Catcher Wada, you'll be able to register his phone number. Then he will be able to call you, and you'll be able to call him.



### Berry Wad!

Talk to the man inside the house to learn more about Berries and what they do. The tree outside the house has a berry for you to pick.

From Cherrygrove City

## Violet City

Violet City has a Gym in it—your first Gym battle! Make sure you catch a lot of Pokémon to add to your team once you're able to purchase Poké Balls. You won't be able to pick up the items above the city until you can use Surf.



### Gym Leader Falkner



Falkner has Flying-type Pokémon to battle with, so if you've got a Rock-type Pokémon, you're in luck. You can pick up an Oran by trading in the house to the left and down from the Pokémon Center. Falkner will give you the Zapler Badge on TM 31, Mean Slip, if you beat him.

### Sprout Tower

The Trainers inside Sprout Tower have a definite affinity for Bellapour. If you started with Cyndaquil, you'll have no problems in the tower. Flying-type Pokémon will also do well in the tower.

### Respect the Elder



You will need to defeat the Elder to receive the 66, Flare, which will help you fight in dark areas. He will have Grass-type Pokémon, so you should defeat him with Flying-type Pokémon.

### First Floor



### Second Floor



### Third Floor





When you leave Violet City, you'll come to Route 36. You won't be able to progress very far along the route, however, because a weird troublemaker will be blocking your way. Your only choice will be to head down to the Ruins of Alph.

There seems to be a living tree blocking the way! It's actually Sedowato, a Pokémon. You'll need to be able to get it to make like a tree and leave next month.



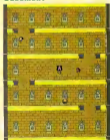
From Violet City

### A Real Puzzle



Inside the small cave marked "B," you'll find a sliding stone puzzle. Solve the edges first, then complete the puzzle to see a picture of Kabuto.

### Basement



### Destination Unknown



After you solve the puzzle, you'll drop to a hole in the floor. Once you've fallen, you'll be able to catch the Unknown that appear among the ruins.



To Route 32

### Pick Three



Try to catch three different-looking Unknowns, then talk to the researchers inside the Alpn job. They'll give you Pokéballs so you can lose track of the differently-shaped Unknowns.



## The Silver Lining

The month's coverage of Pokémon Gold and Silver has come to an end, but there's more to come next month. Try to build up your team by catching as *every* Pokémon as you can and winning lots of battles with them. If you're a Pokémon Pro, there's lots of cool new stuff to discover—and if you're new to Pokémon, you've got even more things to learn! If you talk to every person, enter every building, and pick up every item you see, you'll be on your way to becoming a Pokémon Master. 🍀

Yeah Baby!! Gameboy  
has gone groovy!!

# AUSTIN POWERS



- Explore the High Nine
- Swap your appearance & message the Infra-Red Dick!
- Hook up with a friend/roomie for LOVE PLAY!
- Multiply your goodness with the thoughtbot

If my game is too groovy,  
perhaps you might like  
this game for yourself.

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GAME BOY  
COLOR



# Legend of The River King 2

© 2000 Natsume Inc.  
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The good folks at Natsume who brought you Harvest Moon return with what can easily be called the deepest fishing game ever for the Game Boy Color. So strap on some plastic hip waders and start tying flies, because the Legend of the River King 2 is swimming upstream right now.



## SOMETHING'S FISHY

There's trouble brewing, and only you can save the day. It seems that your friend Yaku's Heaven Stone has been broken in two and stolen. The halves reside with one of two evil gods—the River King and Sea King—and terrible earthquakes will wrack the land until they are reunited. You'll have to collect insects, dive for shellfish and, of course, fish to your heart's content to restore harmony.



Yaku's Stone... get back the stone!



## The Lake

You'll begin your adventure in the quiet solitude of the lake, which is a good place to get used to the fishing basics such as casting and reeling. Be sure to attack any wild animals you encounter. The more HP you build up, the farther you'll be able to cast. If you're looking for cash, try to catch a carp—most grow to a hefty size.

### Catch a Conco



Great herbmaker, lovely ladies! The old man will give you a concoction in exchange for a stock of herb size.

### A Flower for a Fox



Find a Pink Flower for the fox. He'll give you road tools for the ogre who blocks the way to the stream.





## The Stream

You'll find a number of people who need assistance at the Stream, and if you help them, you just might receive some great fishing gear. You'll also discover a woodman with a lost axe. If you can recover it, he'll build a bridge to the Summit. Once you receive the Lure Rod from a pair of star-crossed lovers, pick up the Spinner Lure and catch some carp. They grow big and strong in the stream.

### A Corp For on Axe



The only thing worse than a woodman without an axe is a fisherman without a floppy hat. Find the lake at the top of the map and give the girl who trades from a carp. You'll get the axe to return.

### Get the Eight-Foot Lure Rod



The girl has a ruse and wants a viceroy. The boy has some fishing gear and wants to see the girl. Approach all parties to get the boy's Lure Rod.

### Picky, Picky



The same Mizu who lost his axe also lost a pick. He'll give you his axe then ask you to track down the other woodman tool. If you lose the axe in the same pond where you found it, the Goddess will give you the pick.

## The Moor

The fishing is great, and, best of all, the Howd of the Baskerflies isn't running amok on this moor. By the time you reach the Moor you should have a fly rod. Practice with it here, as it's the best pole in the game. Talk to the villagers for clues including the identity of the seven repulsive herbs the little girl in your garden keeps pestering you about. You'll locate the box to catch the River King in the Moor also.



### A Fair Trade



The young lass on the east bank will trade you a tasty caccabur for sticky Rainbow Trout. Get fishing!

### Firefly Flyby



You'll need the G and H Fireflies before the old man will make you a lure to catch the River King.

### Tout a Trout



Catch the tasty Brook Trout for the lady by the stream to get her 8-Foot Fly Rod. What a deal!

# The Summit



The Summit is a small gorge far off the beaten path. The River King patrols the waters when it's raining, but since it hasn't rained at the Summit in years, you're going to need some help. Find the exasperated father and son duo on the north shore and exchange a codfish of any size for the 14-Foot Lure Rod. Once you have the big pole, head for the northeast waterfall and talk to Yuku.

## The Fish Are A-lure-ing



The man on the island in the middle of the summit owns a private fish pond, and he needs to stock it. Give him three Breams of any size to make his life easier.

## Yuku's Challenge



Meet Yuku at the north end of the Summit. You must catch a larger brown trout than she does to advance.

## Find the Palace of the Shore



Once Yuku is defeated, talk to her and gather her to the beach for them and save a turtle. Then follow the turtle's path to reach the underwater palace.



Free Stream

## One for One



Bring the goddess a Cloud-Seed Slap Turbocoin to give Cloud-Seed Slap.

## Hail to the King



You'll find your fabled gold coin on the west bank of the Summit. Once the River King is yours, move on to the Ocean.



To Shore

# The Beach

Hit the beach, but don't plan on having time for volleyball and wicker coasters. You'll find the *casino* in your mom's garden. Once you arrive, talk to all the villagers for important info, such as the best spots for shellfish diving. You'll receive a Surf Rod there, and if you rescue an abused tank, he'll lead you to the true Cloud-Seed Slap. The Inn is only ten bucks—a great deal when you're tired.

## Call the ASPCA



You'll feed bad lobsters in the game, including one who looks terrible. Slap him some cash to make him feel no.

## Surf Rod's Up



Give a man a fish, he'll cut for a day. Give the lady the rocks and Dimpley—he'll give you his Surf Rod.

## Shell Games



Buy yourself a pair of flip-flops before you start diving, or you'll be spending lots of money at them.

## Hey, Mr. Turtle



You'll have to track down the shellfish on the left if you miss the first for a hit. You'll lose his time on the water on the right edge of the beach, but you must get God's best first.



## The Shore



The shoreline near the bottom end of the Shore hits like crazy. It's too bad they're all so small. Use your time at the shore to stock the cooler with a huge variety of fish. You'll also gain access to your father's fishing boat, which is sturdy enough to travel high seas your canoe can't. Get a P. Oyster for Dad first—Mom's mad at him.

### A Lover's Spot



Dad's in the diphouse again. Give him a pearl to win back Mom's affections. He'll let you borrow the family boat.

### A Dung Deal



You can't reach Old Intent at first—the woods are too powerful. Track down a Dung Beetle at the Stream to calm them.

### Challenge the Old Man

To win the old man's challenge, you must catch a special fish over 200 meters long. If you do, he'll give you a trailing fad that you can use to catch the Sea King.



## The Ocean

The final stage you must tackle is the deep blue sea. The Ocean is chock-full of fish and mollusks, some of which grow to a size that would make the greatest fishing whopper seem tame. It will take all of your skill and the best equipment available to land the waxy heavyweights.

### Find the Cicada



Only a Late Summer Cicada will appear. The Sea Captain finds one and exchanges it for the neighbor's Gorgeous Cruiser.

### Scalloping Tickets



The Ocean ruardad knows where the old man is hiding, but she'll not only exchange for scallops. If you don't yet have flippers, buy some.



**ONLY THE BEGINNING...**

If it's an in-depth, challenging game you're looking for, and if you're the patient type, then *River King 2* should be right up your alley. Combining over 50 types of fish, bugs and flowers, the ability to exchange your winnings with Harvest Moon 2 for the GBC, and compatibility with the Super Game Boy for all you old-school players, the *Legend of the River King 2* is sure to keep you hooked.

# ARENA are you game?

## THE CHALLENGES



### Pokémon Puzzle League Gotta Stack 'Em All!

For this month's Pokémon Puzzle League challenge, we're pulling out the stops. Literally! Go the distance with a Marshmallow round of puzzle solving and block busting in 3-D Mode. When you finally get a chance to take a breather, photograph your 3-D high score and send it in.



### San Francisco Rush 2049 Bay City Stunts

Get rewarded for reckless driving by pulling off some SF stunts that would make a crash test dummy cringe. Set the time limit to 30 minutes, then pull into Stunt Track 2. Flip, slide, roll and, whatever you do, land on all four wheels to rack up an Arena-worthy high score.



### Disney's The Little Mermaid II Pinball Frenzy Stunt Track 2

Go under the sea to rack up an unfathomable number of points using Melody's board and three balls set at dolphin speed. Flip those flippers (the pinball machine's, not the dolphins'), then send us a photo of your big Little Mermaid score.



1  
2  
3  
TWISTED CHALLENGES

## Challenge Scoreboard

### THE LEGEND OF ZELDA: OCARINA OF TIME

Jonas Trefe, Prospect Hill, NC  
Brian Coan, Bethlehem, PA  
Jason Richmond, Scott Falls, SD  
Robert Racicot, Ashburn, VA  
Jeffrey Blakey, Rowlett, TX  
Jeremiah Bah, St. Louis, MO  
Graw Reed, North Bend, OH  
Troy Wapstra, Phoenix, AZ  
Jeremy Fuchs, Roma Plaza, NJ  
Jeffrey Rogers, Spring Hill, TN  
Nathan Rogers, Tusculum, TN, GA  
Paul Price, Alhambra, CA  
Jonathan Froschick, Federal Nwy, VA  
Jacob Froschick, New Glen, WI  
Juan Ruiz, Aguada, PR  
Dagha San, Fresno, CA  
Mike Schwarz, Kinn Park, NY  
David Schweg, Popponook, NJ

### SUPER SMASH BROS

Geop Nelson, Durham, OH  
Jonathan Hernandez, Westborough, MA  
Jason Hebebrand, Philadelphia, PA  
Justin Holland, Temple, GA  
Tim Holland, Cupertino, CA  
Jeffrey Hoffmann, Peab, MS  
Billy Howe, Plymouth, MS  
Patrick Hwang, Oakland, MI  
Joshua Inglis, Bellingham, IL  
Robert Johnson, Mississippi, NY  
Robert Jerry, Arden, NY  
Bradley Johnson, Woodbury, MA  
Peter Johnson, Delmar, VA  
Taylor Justice, Eureka, CA  
Polycarpo Kariou Jr., Highland, CA  
Stacy Kelly, Kissimmee, FL  
Jeff King, Sherwood Park, AB  
Eric Krasauer, Berkeley Ridge, NJ  
Michael Krot, Grand Valley, GA

### STAR WARS: EPISODE 6 RACER

Joe Wilkerson, Washington, D. C. 1:16:40  
Johnny Dwyer, Baton Rouge, LA 1:22:40  
Drew Wilkerson, Washington, D. C. 1:27:24  
Aaron Cooper, Cambridge, MA 1:18:44  
Johnny Dwyer, Baton Rouge, LA 1:26:13  
Caleb Hys, Seattle, WA 1:27:23





## 21 Pokémon Salute!

To celebrate this month's release of Pokémon Gold and Silver, we're revealing far more Pokémon than ever before—as all-new creatures, just for you! We're sure you've already checked out the in-depth Gold and Silver strategy section, but for your

monthly dose of new Gold and Silver characters and their English names, you have to check out the Pokécenter! Stick with us every month so we give you pictures and names of many of the cool new Pokémon from Gold and Silver.





Unown



Heracross



Spinarak



Smeargle



Pinoco



Steelix



Houndour



Stantler



Wooper



Sunkern



Hitmontop



Miltank



Butterfree  
Pokemon Ruby  
Chicago, IL



Aerodactyl Attack!  
Delay Lines  
Apple Valley, MN



Charizard is on Fire  
Megan Clark  
Marion, IL



#123  
Scyther  
Daniel Doyle  
Lexington, VA

# Ask the Professor



Greetings, Pokéfans. Professor Oak here. I'm very excited about the research possibilities now that Gold and Silver are finally available, but I always have time for your questions on any Pokémon-related game. Don't forget that you can e-mail me or any location of the Pokécenter at pokécenter@nintendo.com with questions or comments.

## How do I defeat the card masters in Pokémon Trading Card Game for Game Boy?

With more than one deck. You don't have to battle the top four Pokémon Trading Card Game masters with the same deck, so you should hand-craft four targeted decks before you enter the Pokémon Dome to battle for the Legendary Cards. For Courtney, take a Water-type deck. To battle Steve, take a Fighting-type deck. Jack's team will fall to a Lightning-type and Fighting-type deck, while Rod's a pushover if you've got Grass-types and Lightning-types in your deck. After you beat the masters, you'll have to defeat Ronald, too, so take a fifth deck that has Water-types, Fighting-types and Colorless-types with you. Those Legendary Cards will be yours before you know it!



The four masters we taught, but you can use four different decks to defeat them.



Courtney uses the Legendary Moltres Deck to battle. Use Water-types to defeat her.

## Where is Slowbro hiding in Pokémon Snap?

It's in the River course—but Slowbro won't be there at all until you make it appear. When you see the Slowpoke on the left side of the ZIRRO-ONE, you'll need to toss Pokémon Food in front of the creature to lead it to the clearing on the bank. When it reaches the food, it will slowly turn around and dip its tail into the water. A Shellfish will pop out of the water and clamp onto Slowpoke's tail, changing Slowpoke into Slowbro! It takes a pretty long time for the transformation to occur, so start throwing the food early, then spin around to get a good shot.



Toss Pokémon Food to lead Slowpoke to the dusty clearing on the shore of the river.



All for the transformation, snap as big a picture of Slowbro as you can manage then show it to all!

## My team is unbeatable! Can you beat it?

Undoubtedly. My coworkers at the Pokécenter asked me to answer this question for them, and I am happy to oblige.

The Pokécenter gets many e-mails and letters with Pokémon teams for the Colosseum and other competitions. Many claim to be unbeatable, but that's just not possible. Every team has weaknesses, every team is missing something, and every team is beatable—including, quite honestly, the teams featured in Nintendo Power's strategies and Pokécenter's Colosseum.

It's that sort of unavoidable weakness that has put my friends in the Colosseum into a rough spot—most of the teams the Pokécenter receives are very similar to each other and feature six of the 30 or so most powerful and popular Pokémon, including perennial favorites Alakazam, Gengar, Dragonite, Zapdos, Moltres, Articuno, Nidoqueen, Mew and Mewtwo. The Colosseum's staff tries to pick teams that are well-balanced or interesting, or that feature unusual Pokémon, but what they don't try to do is pick teams that are invincible or "perfect"—because those teams don't exist.

Let's look at an example of an "invincible" team from this month's Colosseum and see if it can be beaten.

One thing that stands out is that several of the team members have weaknesses that overlap—Lapras, Alakazam and Zapdos could all fall to one Electric-type, especially if it had Thunder Wave to paralyze its opponents. Using type matches, you could choose a team with an Electric-type, a Grass-type, a Fighting-type, a Rock-type, an Ice-type and a Water-type to battle Eddie's team with no problems. And even if you had just three Pokémon—one Water-type, one Electric-type and one Fighting-type—you'd probably still be able to defeat Eddie's entire team.

Try to remember that just because a team has weaknesses doesn't mean it isn't a great team. Eddie's team is very good, but it isn't unbeatable. It can't be. All teams have weaknesses—they have to—otherwise the game wouldn't be very interesting, exciting or fun.

Also remember that it's easy to pick out weaknesses and prey upon them when you know what you're facing ahead of time, but if you don't know what's coming, it's not as simple. Eddie's team is a good one to use in many different situations, because it's very diverse, it has a good mix of offensive and defensive attacks, and it uses very powerful Pokémon with relatively high HP. Eddie could take on nearly any Trainer and have at least two or three Pokémon that could easily defeat two or three of the opposing Pokémon. But if the right Trainer came along with the diverse group of Pokémon types listed above, Eddie would probably lose. That's the way it goes in the Pokémon World.



# Colosseum

As a service to our loyal Colosseum readers, we've started pointing out both the strengths and the weaknesses of each team. Every team has both!

Straight from Lenexa, Kansas—is Eddie Fozzies, Eddie's a very confident fellow who's also a good sport. He challenged the Pokémon to find a team that could beat his, so we sent his team over to Professor Oak to examine in his coliseum. Eddie says his team is "nearly invincible," and we agree that it's pretty awesome. But as Professor Oak likes to remind us, no team is invincible. Eddie's comes pretty close, though.

## Zapdos



Eddie leads with his Zapdos. That could be a bad idea if his opponent also leads with an Electric-type, which Zapdos is vulnerable to. Eddie uses Light Screen to increase his defense against special attacks and Thunder Wave to paralyze his opponents, both of which are great ideas. In all, Zapdos is a powerful Flying-type move, and like many powerful moves, it missed quite often.

- Thunderbolt
- Light Screen
- Thunder Wave
- Drill Peck

## Rhydon



The thick-skinned Rhydon is a solid Ground-type choice—but its dual Ground-and-Flying-type makes it especially vulnerable to Water-type Rock Slide and Earthquake, and to powerful attacks, and Earthquake in particular does a lot of damage when it hits. Double Team is helpful for evading attacks, but the Pokémon's strength really lies with its tanklike toughness, which Rest works with beautifully.

- Earthquake
- Rock Slide
- Double Team
- Rest

## Flareon



Eddie's Flareon uses Focus Energy to increase the chances of a Critical Hit and Reflect to halve the power of physical attacks. All indirect attacks like Focus Energy and Reflect should be used only when your Pokémon has enough HP to survive long enough to benefit from the move. Flareon never is a fantastic Fire-type attack, and Body Slam takes advantage of Flareon's high Attack rating.

- Flamethrower
- Reflect
- Focus Energy
- Body Slam

## Alakazam



Eddie knows that Alakazam is one of the most powerful Psychic-type Pokémon in the game, and as with all Psychic-types, it should use Psychic. Reflect helps out with Alakazam's low HP, although it won't protect Alakazam from Electric- or Ice-type attacks, which are special attacks that are unaffected by Reflect. Recover is always good, because it restores HP. We can't argue with that.

- Psychic
- Reflect
- Thunder Wave
- Recover

## Lapras



Lapras is a great Pokémon choice for several reasons—it's very tough, it can learn a lot of different attacks, and its attack and special attack ratings are pretty high. Surf and Blizzard (like to the great in its strength, and are extremely powerful attacks to beat Confuse Ray is a good move to have along because any move that confuses, puts to sleep or paralyzes Pokémon is helpful.

- Surf
- Blizzard
- Thunderbolt
- Confuse Ray

## Snorlax



Normal-type Pokémon often neglected, but when they have the sky-high HP of Snorlax, they really shouldn't be. Rest is an essential for the snoring Snorlax, and Earthquake or Amnesia, which causes it to forget Special Attacks (and Eddie also says Herdier, which makes Snorlax's defense and status like overall for a creature that has HP to spare with though HP would lose are not the same thing.

- Ice Beam
- Amnesia
- Rest
- Harden



League Gyrogon  
Dustin Frayne  
Riverside, CA



Miglo Dragon  
Lucas Piccinillo  
Warrington, NY



Rokuotto Porrbills  
Jason Gaultner  
Martinez, NJ



Legendary Polimon  
Peter Zhang  
Montclair, NJ

Send questions, comments and artwork to: [Colosseum@pokemon.com](mailto:Colosseum@pokemon.com)  
Nateville Power  
P.O. Box 13932  
Burien, WA 98148

# Pokéchat



We've got a lot of great stuff to chat about this month, including interesting news on Pokémon Gold and Silver and the Pokémon TV show. But if there's something bugging you that you just can't find the answer to, dash off a letter to your pals at Pokéchat. We're here for you!

**Q:** I was playing Pokémon Stadium with Stormie, and it fell asleep and started snoring. But it doesn't have a mouth that I can see! How is it snoring?

**A:** The animated 2D are meant to suggest that the Pokémon is asleep, not that it is snoring, necessarily, although it might be—especially if it's a Snorlax. We're pretty sure some Pokémon talk in their sleep, some grind their teeth, and others sleepwalk! As for Stormie's snoring, it probably has one somewhere. Then again, Pokémon are not like normal animals in our world, so who knows? Think about Mewtwo, for example. Where are its eyes, nose, feet, hands, ears and mouth?

**Q:** Will Pokémon Gold and Silver be compatible with Game Boy Pocket and the original Game Boy?

**A:** Yep—and with Game Boy Printer, too. The game is optimized for Game Boy Color, which means that unlike Pokémon Red, Blue and Yellow, Gold and Silver are designed with lots of color to take advantage of the Game Boy Color's capabilities. Somehow, though, you can still play the games on your original Game Boys, in several stunning shades of gray.

**Q:** The Pokémon the Movie 2000 preview in Volume 135 said there wouldn't be any more episodes in the Orange Islands! But Ash isn't done there! What happened?

**A:** The title of Reason #15 is "The End of the Orange Islands," and it says "...there won't be many episodes that are set in the Orange Islands." In September, a handful of action-packed episodes with Ash, Misty and Tracey in the Orange Islands were shown. This month, the Gold and Silver episode begins.

**Q:** I'm in shock about Brock! Is he ever coming back? What's up with Gary? I thought he was Ash's rival! I miss a lot of the characters from the Pokémon TV show! The Pokémon TV show isn't the same now that they're in the Orange League!

**A:** As readers of the Pokémoner know, we, too, loved Brock. Gary as...well, he's OK. He's a bit too impressed with himself for our tastes, and the Orange League episodes were very different from the earlier episodes. But if you really miss characters like Gary, Brock, and other old fans, you should make it a priority to watch the new episodes of "Pokémon" on the Kids' WB which have already started. Who knows what could happen?

**Q:** What about all us Team Rocket fans? There aren't many of us, but we're out here!

**A:** We give up. What about you? Is this some sort of Team Rocket-type trick to confuse us? Actually, Team Rocket is very popular, or so they keep telling us.

**Q:** Are Mewtwo, Zapdos, Moltres and Articuno going to be found in the wild in Pokémon Gold and Silver?

**A:** No. The Pokémon Red, Blue and Yellow games' storyline is contained in Gold and Silver. Each one of the creations appears only once per game in Red, Blue and Yellow because they are one-of-a-kind, and they don't appear at all in Gold and Silver, for the same reason.

**Q:** What is the difference between attack and special attacks? I'm confused!

**A:** It is confusing, no question. We'll tell the non-special attacks "normal attacks" to avoid confusion. Normal attacks are any attacks that are Fighting, Poison, Ground, Flying, Bug, Rock, Ghost, or Normal-type in nature. Special attacks are attacks of the types Ice/Fire/Fire, Water, Electric, Dragon, Grass, Ice- or Psycho-type attacks. Your attack rating will tell you how powerful your Pokémon's normal attacks will be, and your special attack rating will tell you how powerful its special attacks will be. Some moves, like Reflect or Light Screen, defend your Pokémon from certain types of attacks—Reflect protects Pokémon by lowering the damage done by a normal attack by 50%, and Light Screen offers the same protection from special attacks. Other moves can increase your special attack or normal attack ratings, and still others decrease your opponent's special attack or normal attack ratings, instead. Got all that?

**Q:** The man in Celadon City gave me a diploma after I caught all 150 Pokémon. What can I do with it?

**A:** Not much. It's your reward for the hard work it takes to catch every single Pokémon that can be caught in the game. It might seem strange to pick up an item that doesn't help you control, heal, power up or evolve Pokémon, but that's exactly what you do. You should be very proud if you have the diploma!

Send all Pokémoner e-mail for Pokéchat, Coliseum, Ask the Professor or Hot off the Press to [pokecenter@nintendo.com](mailto:pokecenter@nintendo.com). We're always excited to hear from you.

# Hot off the Press



Before you put on your Brock or Misty outfit and head out to Trick-or-Treat, check out these amazing Pokémon costumes sent in by some real Pokéfans! No tricks here—just lots of treats!

## DRESSED TO THRILL

We know it's a little late in the game for you to be picking out your costumes for the next party or event you're going to, but if you still don't have a costume and see really, really talented, you can take a cue from some very cool people who decided to go all out with their Pokémon-themed costumes!



The Anderson Family went all-out for Halloween with some really cool Pokémon costumes. Kellen Anderson looks ready to rumble as Hitmonlee, and the costume is a real knockout! We're wondering how Kellen manages to hold a trick-or-treat bag with those gloves on, though.



Carey Anderson chose to dress up as one of the true superstar Pokémon, Staryu.



Nicholas Anderson makes a first, if derivative, Ash Ketchum, with a costume that features a Pokémon League hat and a Poké Ball.



Hey—this kid's not an Anderson! He's Quinn Villarreal, and his Tia Jerri is one of the most dedicated Pokéfans on Nintendo Power's staff. Quinn's first word was "Pikachu." Okay, maybe not.

For more Pokémon news, be sure to check out [www.pokemon.com/](http://www.pokemon.com/)

# COUNSELORS' CORNER

Your Questions—Our Experts!



## Mario Tennis

### HOW DO I UNLOCK HIDDEN CHARACTERS?

Mario Tennis boasts 14 beloved or semi-beloved Nintendo characters to choose from at the start of the game, so there's no real need to unlock more players. What's that? You wouldn't mind a couple more characters on the roster? All right, you can have them, but you'll have to work to earn them. You get one character each for beating the two tournament modes. You'll be able to play as Shygy after tearing up the brackets and racks in the Singles Tournament. He's a technique specialist—like Daisy or Waluigi—who exhibits excellent shoe placement on the courts. DK Jr. is your prize for beating the Doubles Tour-

naament. Unlike his human counterpart, Baby Mario, DK Jr. isn't particularly quick on his feet. Instead, he inherited

incredible power and a potent service game from DK Sr. Keep him near the center of the court to avoid missed shots.



He may not be very fast—or powerful—but Shygy wields a mace racket. In regular play, it helps him place winning shots.



It has all the power of DK Sr. in a smaller package. His monkey muscles power super serves and blazing baseline shots.

### HOW DO I OPEN NEW TENNIS COURTS?

All of the major tennis court surfaces are at your disposal in Mario Tennis: clay, grass, hard, carpetwood and, of course, watering rock slab. There are three more special courts that you can play on, but

you need to win the first Singles Tournament cup with specific characters to unlock each of them. Win with Mario to unlock the Mario Bros. Court, which allows for fast ball speed and weak

bounces. If Yoshi makes the cup, you'll get the Baby Mario & Yoshi Court with superstar ball speed. A DK victory unlocks the Donkey Kong Court. It gives you the biggest bounces of any surface.



The Super Mario Bros. Court isn't necessarily better than some of the standard courts, but its cool set pieces make it war-torn winning.



Speed freaks will enjoy the Baby Mario & Yoshi Court. It provides the fastest ball speed in the game, but the bounces are weak.



If you don't want to raceily around with speed shots, try the Donkey Kong Court. Its surface allows for the strongest bounces.

# Kirby 64: The Crystal Shards

WHAT'S THE BEST WAY TO DEFEAT THE TREE BOSS? 

Wouldn't it be nice to relax beneath the shade of a tree on the planet Pop Star? It would be, but that's not going to happen while the tree is trying to destroy you. The leafy boss at the end of the first planet will send his smaller minions to pound your pink pal, so prepare yourself by absorbing an enemy's special power before the bark bludgeoning begins. If you don't have a special power, you'll have to resignance the apples dropped by the large tree to stop the three smaller trees. When they're gone, repeat the process against the roots.



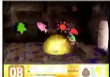
A special power like Fire and Cutter will make your life a lot easier when you face the Tree Boss on the first stage of the planet Pop Star.



Watch the boss's health meter as you attack its roots—and they attack you—like out the roots to earn a Crystal Shard.

## HOW DO I FIND THE SECOND SHARD ON ROCK STAR STAGE 4?

The inverted black pyramid on Rock Star will yield a Crystal Shard if you can solve its simple memory game. You need to use a special combo, however, to see what you need to remember: three pictures painted by your sweet friend Adelene. Swallow a combination of a Bomb and a Spark to illuminate the room where Adelene is painting. After you see the pictures, exit the room from the right side then stand on the blocks that match her artwork.



Adelene's canvased by an insatiable appetite fever. Will we ever! Famous painting by lighting the area with a Bomb+Spark special combo.



Step on the blocks that match Adelene's pictures then press Down on the Control Pad to garner a Crystal Shard.

## HOW DO I DEFEAT THE ORCA WHALE?

Wah, he! Kirby must take on a resilient maritime mammal on the final stage of Aqua Sea. The pink puffball is harpoon-less but not helpless—the orca whale continually tosses out items that Kirby can

inhale then exhale as projectiles. Continue to hurl objects at the whale while avoiding the spiked balls it spits in retaliation. When the whale beaches itself, inhale and exhale rocks at it to cause fun-

der damage. After the whale explodes, swim up to prepare for its resurrected form. The second time around, the whale will spit torpedoes at you. Spit them back to bring the boss to an explosive end.



The whale throws out useful objects to use against it, but it also spits out spiked balls. Give the gunblasting projectiles a wide berth.



You'll have an advantage of armor when the orca's creature runs aground. Exhale the rocks at it while you have the chance.



Return the whal's own torpedoes. You can also use the Cutter power by inhaling fish into another fish for a special combo.

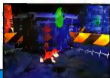
# Donkey Kong 64

## HOW DO I REACH THE BANANAS AT THE TOP OF THE MACHINE?

Frantic Factory may be a busy place when you first arrive, but it will need to get a lot busier before you'll be able to reach the bananas near the top of the machine. The metal monstrosity will sit idle until DK hits the activation lever in a different part of the factory. Like everything else in manufacturing, the process begins in R&D. Find the chute that leads to the Production Room then jump down. Shoot the Coconut Switch to open the door to a corrugated steel shack, then use the Gentle Giant on the switch.



All the Kongs will want to get to the top of the machine for bananas, but only DK can start it up. The Power switch is in a room in Product Dev.



Once the Machine comes to life, a large rotating platform and several conveyor belts will help you reach bananas and other prizes.

## HOW DO I HELP THE WORM IN FUNGI FOREST?

Usually it's the stomatoes that need protection from the worms, but just about everything is a little askew in the Fungi Forest. Chunky Kong will come across an invertebrate being terrorized by a gang of rotten tomatoes. Never mind that the worm is living inside a tomato, you cannot shake bullies. Transform into Hunky Chunky in a Kong Barrel then start making tomato juice with your fists. When the tomatoes are gone, carry the worm's home to a cleared area near the tree house. Drop it on the tomato picture for a golden banana.



Chunky won't stand a chance against the sinister spotted tomatoes and help get into the Kong Barrel to become Hunky Chunky.



While you are still a Hunky Chunky, carry the worm's home to a clearing near the entrance to Fungi Forest.

## HOW DO I STOP THE STALACTITES FROM FALLING?

Stalactites will rain down on you in the Crystal Caves and create Kong kabobs unless you send Tiny to fix the problem. A fanged lizard with a club is the source of the deadly downpour—he loosens the

splines until they detach and fall to the ground. After Chunky drops a boulder on a switch, an ice dome will shatter, exposing a Tiny Pad. Use the Tiny Pad to Monkeyport up to a high point in the cavern

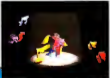
where the helmeted helion is wreaking havoc. Charge up to administer a Super Slam before he brains you with a blunt instrument. You can also defeat him with a Scepter of Slam.



Chunky needs to drop a boulder on a switch to expose a Tiny Pad before the next ape girl will be able to end the hail of splines.



Tiny should visit Chunky to get the Monkeyport beam before she attempts to stop the stalactites. She'll need it to reach the club creep.



Super Slam the helmeted bad guy to make the cavern relatively safe. If you don't want a direct confrontation, use the Scepter of Slam.

# Super Mario Bros. Deluxe

## WHY DON'T I GET THE FIREWORKS AFTER EVERY LEVEL?

If you're anything like the fun-loving people at Nintendo Power, you love fireworks—particularly if each colorful blast provides you with 500 points in Super Mario Bros. If you've seen the fireworks but never knew why they appeared, look at the game clock when you complete a level. You'll discover that only time will tell whether you get your fireworks or not. Touch the flag pole when there is a 1, 3 or 6 as the last digit of your time to watch the spectacle unfold. If you end on another number, you'll be out of luck. You get one explosion if you end on a 1, three if you end on a 3, and two if you land on a 6. Just kidding—you get only six.



Worrier! Time your touch on the finishing flagpole so you have a 1, 3 or 6 as the last digit in your game clock.



It's the fourth of July, only better. You don't get 1500 points per explosion on Independence Day.

## HOW DO I GET THROUGH THE LEVEL SEVEN MAZE?

Back in 1985, thousands of Mario fans tore their hair out trying to get through the Level 7 maze. Don't fall victim to the same diabolical ruse on Game Boy Color. At the start of Level 7-4, take a right past the two falling platforms. Go down the bottom path, then the middle path, then the top path. Continue down the top path, jump to the short platform, then take a right to drop down to another platform. Walk left to drop down to the ground then walk right until you can jump up to a long middle platform. Jump from the end of the platform to the top-right platform then walk right to drop down to another platform. Go left to jump to the ground then go right. Leap up to the top-left platform then jump right and up. Move right to meet Bowser.



Get this into your memory: bottom, middle, top. Follow those paths. Grasshopper—you will not get lost, at least not for a while. You still have to negotiate a mess of platforms.



Your reward for a job well done is a battle with Bowser. Rushing right when you get to the final platform may make you feel smart, but you can give him the use of you don't lose too fast.

## Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call. Or write to: Counselors' Corner, P.O. Box 57033, Redmond, WA 98073-0333

In the USA Call:  
1-800-288-0707

800 per minute. Rates vary by  
local phone provider in call.

In Canada Call:  
1-800-451-4400

800 per minute. Rates vary by  
local phone provider in call.

### BEETLE ADVENTURE RACING

Q: What do I get for collecting all the paint blocks on a track more than once?

A: Nothing.

Q: How do I do the spinning jump trick from the opening track?

A: Hit the A button 3 times at the top of the jump.

Q: I'm getting Brown Blocks. Why doesn't anything happen?

A: You need to get them in Championship Mode.

### TOMB RAIDER (GBC)

Q: Can I save more than one game?

A: No. There is only one game file.

Q: How do I jump off a slide?

A: Press the Control Pad in the direction you want to jump then press the B button.

Q: Is there a limit to the amount of ammo and the number of Medjacks I can carry?

A: Yes. You carry up to 25 of each.

### HERDES OF NIGHT AND MAGIC

Q: Why won't the game let me rest?

A: You may not have enough money and supplies, or the way may be full.

Q: Why can't I make the people move?

A: They probably need to rest. Don't be a slow driver.

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# DRAGON WARRIOR

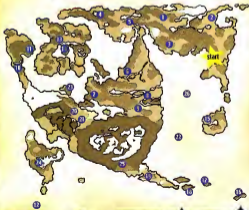
## I & II

Everything old is new again, as we continue our coverage of Enix's re-released Dragon Warrior saga for Game Boy Color. Let us tell you about the days of high adventure!



## Two Good

If Dragon Warrior alone was not enough to slake your thirst for role-playing excitement, the much larger sequel, Dragon Warrior II, is on the same Game Pak. As we did last month with DW I, we're providing numbered tips to guide you on your quest to defeat a sorcerous usurper named Hargon. Caution: Always try to save in a town or castle. A "town save" is permanent, while a "field save" is not. If you start from a field log and then turn off your game before saving again, you'll revert back to your last town save when you restart.







# Princely Pursuit

Even though you are, you don't yet have the power to take on the evil Haegon alone. Your first task is to find an ally or two, and who better to fight beside you than other descendants of the great Lords? Begin your crusade by recruiting your distant cousins, the Prince of Cannock and the Princess of Moonbrook.

## ★ Cannock Castle

The star on the world map marks your home, the Kingdom of Lorasia. Look for the prince in Cannock, a kingdom to the northwest, marked by the number 1 on the map.

### Kingly Advice



Explore Cannock thoroughly and speak to all the townsfolk before you visit the King of Cannock in his castle. He'll tell you that the Prince has gone on a journey of his own, to the Hero's Spring. Like your own father, Cannock's ruler can save your game for you.

## ★ The Hero's Spring

Unfortunately, you'll just miss the Prince at the spring, but at least you'll gain valuable experience during your trek. After the sage heals your wounds, head back to Lorasia to give your father an update.



## ★ Leftwyne

The Prince will again be two steps ahead of you. You'll just miss him at Lorasia, but you can catch up with him at the inn in Leftwyne.

### The Prince



Your cousin can't switch your shield at arms, but his magical abilities (and extra carrying capacity) will be available in the battles to come. Spend a little time building experience before venturing to the Lake Cave.

## ★ Lake Cave

You'll find an AGI Seed, a Life Acon and other rare treasures in the Lake Cave. On the maps at the right, the matching letters mark a stairway that leads from one level of the grotto to another.



### Silver Key

The Silver Key, which fits doors in Lorasia and Leftwyne, sits in a gloomy cave, marked by a star on the map. It's a plain sight if you're the plumber to reach it.



# Royal Retriever

With his dying breath, a soldier of Moonbrook tells you of the destruction of the kingdom and the disappearance of the princess. Although the situation is grim, you can't let despair blunt your resolve. Work your way up to experience level nine, and then proceed to Moonbrook as fast as you can to search for the princess.

## ★ Lora's Gate



Named for the bride of Lora, Lora's Gate is the portal to another dimension. The events won't open the way unless the premise is with you. Once you're in the tunnel, take the right-hand path and then proceed south.

## ★ Hamlin Town

A few spells and sword strokes should see you through the tunnel safely. When you're above ground again, keep moving south until you find Hamlin, where you can rest your weary bones and upgrade your weapons.



## ★ The Ruins of Moonbrook

From Hamlin, proceed south and then southwest (crossing two bridges along the way) to reach Moonbrook. Talk to the spirit fires to learn the dire details of what happened to the kingdom and to the princess.



## Last Gasp

The lone survivor will reveal clues as to the princess's current whereabouts, the wailing of the dark patches of ground around the end of about the castle. They're poisonous, and walking on them is a pretty hazardous to your health.

## ★ Lar Mirror



You've obtained the Lar Mirror.



You're close to solving the case of the disappearing princess, but you need a little assistance. In East of Moonbrook, you'll find a poisonous patch near two bridges. Search the upper right corner of it (to find 8B and press A) for the Lar Mirror.




### Water Seal

You'll be doing a lot of extraordinary things your quest. For example, on the way home both the Golden Key and the Red Key, you must return to Hamlin to use the magical Water Seal.



Sara: The Princess of Hambrook.

## Pug to Princess

Back in Hamlin, look for the stray dog on the north side of town. Feed the dog and "Use" the Lar Mirror on it. If you accidentally talk to the dog, leave and then reenter town and try again. Amazingly, the pup's ugly pouch will be restored to her true form: the lovely and treasureable princess.

# Cloak of Wind

Before you leave Hamlin in search of the legendary Cloak of Wind, talk to the sage to save your progress, and then play the slot game. Try to win Wizard Wards for the prince and the princess. If you lose, turn off your game, restart and try again.

## ★ Tower of Wind

Go east from Hamlin but don't cross the bridge. Instead, go north and then east around the mountains. Follow the path south and then west to the Tower of Wind. Search within for the Cloak of Wind and other treasures.



Floor 1



Floor 2



Floor 3



Floor 4



Floor 5



Floor 6



Floor 7



Floor 8

## ★ Flight of Fancy

Southwest of Hamlin is a tunnel to the next continent. In the new land, go north to the Deathless Towers—twin spires on opposite sides of a canal. Climb the south tower. On Floor 6, equip the Cloak of Wind and step off the north edge to float across the canal.



Floor 1



Floor 2-5



Floor 6



Floor 7

### Dew Yarn

In the north tower, go up to the third floor and watch the spot where the ghosts go to find the Dew Yarn. By then, you may need a break from your endeavor. Drop your spots and your whoring tools and float to the bustling town of L'import.



# Unlocking a Mystery

Your expedition kicks into high gear with a series of adventures spanning the known world. The point is not to gather frequent traveler miles on the Medieval Cruise Line, but to collect resources needed to battle Hergon. Hint: If you travel off one edge of the map, you'll reappear on the other.

## ★ Lianport

The dock can't carry you over long distances, but if you save the young woman from demons, her grandfather will give you the use of his ship.



## ★ Under the Sea



Before you leave Lianport, roll the map chest in the warehouse on the south dock. It'll tell you of an ancient shipwreck. If you find out where his goods to find, he'll reward you generously.

## ★ Tantegel Castle

Make the next pit stop at Tantegel Castle. Unlike the princess's father, who gave his life selflessly to protect Moonbrook, the cowardly King of Tantegel has gone into hiding.



## ★ Charlock Castle

The castle called Charlock is chock-full of treasure, including the Lost Sword and World Map. Unless the prince knows the Staggard spell, the glowing tiles that guard the map will injure you severely.



## ★ Osterfair Castle

After you make a pact with Draco Lord's great-grandson at Charlock, proceed to Osterfair Castle. Accept the king's challenge to fight for the mysterious Moon Seal.



## ★ Zahan

Dogs really have been your best friends so far on your journey. In the isolated island village of Zahan, follow the clever canine. He'll point out the Gold Key's resting place.



### Gold Key



The Gold Key opens many doors, but you may want to hold onto it like the old King, or well, better a book than a key, right?

### Loom

Once you have the Gold Key and Johanna invents the Staggard spell, return to Zahan to retrieve the Holy Loom.



# Hunt and Gather

In return for your promise to defeat Haagen, Deano Lord's descendant told you about five mystic Seals. You have the Moon Seal, and the Loto Seal is behind a locked door in Lorisia. Be nice and say "HE" to Dad before you move on.

## ★ Fire Shrine

You'll find the Sun Seal just outside the Fire Shrine. The portals inside the shrine can transport you far across McFarland in an instant.



## ★ World Tree

Search the World Tree to obtain a World Leaf. You can carry only one at a time. Its wondrous healing properties will come in handy during a future crisis.



## ★ Wasted away Again in Welgarth

The better armor in Welgarth will be out of your price range for the moment, but you'll earn more than enough in the battles to come to outfit yourselves in style.



## Jail Key



Go to the Item Shop to purchase the Jail Key. Highlight the empty spot on the bar set and press A. The shopkeeper will go happily himself, but he'll send you the key to keep you safe!



## Dam Key

Search the back of the cart on the right to find Lotos the Thief. Talk to him to receive the Dam Key.



## ★ Take a Turn through Tuhn

To find Tuhn, you must travel partway by river and partway on foot. Give the Dew Yarn and Holy Loom to Don Mohsane. Come back later to receive the Water Robe.

## Open the Dam



The river to the south of Tuhn has dried up completely, but there's plenty of water in the city's reservoir. Open the dam on the north side of town to let water into the riverbed.



Walk around the outside of the reservoir on north. When you see the man you don't have to talk to him, talk left. Keep going until you find the building next to the reservoir.



Open the door and go down the steps. In the basement, stand in front of the keyhole and Use the Dam Key to open the floodgates. Exit the town and make your way back to your ship.

## 22 Lune Tower

The restored tier leads to the Lune Tower and the Moon Shard. Conserve your magic as you explore. Wizard Rings can restore MP, but they'll soon crumble away.



Floor 1



Floor 2



Floor 3



Floor 4



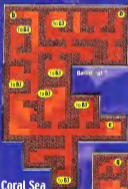
Floor 5



Floor 6

## 23 Sea Cave

Three areas of Basement 3 are not mapped. You can return from them using the stairs. Use Steppads to protect yourselves from the scaring lock. Defeat a pair of Evil Clowns to obtain the Evil Statue.



Basement 1



Basement 3a



Basement 3b

Basement 4



Basement 5

## Coral Sea



Use the Moon Shard to clear away the coral reef that blocks the entrance to the Sea Cave.

## 23 Lighthouse

The lighthouse once served Aelfgard's inner sea. Now it sits abandoned on the coast. Does it hide a secret? The old man on the beach says there's a seal, but does he also hide a deadly secret?



Floor 1



Floor 2



Floor 3



Floor 4



Floor 5



Floor 6



Floor 7



Floor 8

## 24 Beran's Gate

There is but one seal left for you to find. The launch point for the mission is the town of Beran in the southwest reaches.



If the prince falls ill, come here with the World Level seal that you use the portal in the local temple.



When you appear, walk down to exit the portal room, then go west. Use the Evil Status to open a chest.

## ★ Cave to Rhone

The cave holds the Life Seal and the Thunder Sword. Grab the seal from the basement, leave to fetch the Rubius Charm, then return. There are hidden holes throughout the cave, which we've revealed on the maps. Beware—some paths in the maze "repeat," wrapping you in endless circles.



Basement

Floor 1



Floor 2

Floor 6



## Final Conflict



Hargon's forces will be a dead end for Linnéa Castle. Use the Fabius Charm to disrupt the Fabius, then go look for the hot boy himself. If you defeat him, you'll face an even greater peril.

## ★ 26 Rubius

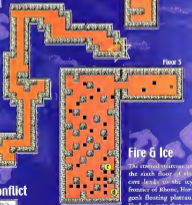
Claim the Rubius Charm from its island shrine, then return to the cave. Search for the sword in a corner of a large, empty chamber.



Floor 3



Floor 5



## Fire & Ice

The island at the end of the sixth floor of the cave leads to the icy frontier of Rhone, Hargon's floating plateau. Find the sage that can heal you and save your game, then proceed to Hargon's citadel. Your destiny—and the fate of the world—awaits!



# THE FINAL ANSWER FOR FUN ON THE RUN

Now you can take all of the excitement of the top-rated TV game show, **WHO WANTS TO BE A MILLIONAIRE**, with you anywhere.

800 challenging questions

Play against your friends in a "Fast as Fingers Race"



Use all 3 lifelines: Ask the Audience, Phone a Friend, or 50/50



Become a retail as Retailer



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player's poll contest

# Ouregaffin 64

Person of Lordly Caliber

Win a Quest through  
**London!**



# enter to win!

## YOUR VOTE COUNTS

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

TELL OUT THE CARD AND SEND IT IN WE'LL TALLY YOUR VOTE FOR THE POWER CHARTS AND ENTER YOU IN THE CONTEST!!

**OFFICIAL CONTEST RULES**  
Eligibility: Residents of the United States, including Alaska and Hawaii, who are at least 18 years old as of the date of the contest. The contest is open to all legal residents of the United States who are at least 18 years old as of the date of the contest. The contest is open to all legal residents of the United States who are at least 18 years old as of the date of the contest. The contest is open to all legal residents of the United States who are at least 18 years old as of the date of the contest.

**NI NTENDO POWER PLAYERS & POWER PAK 64 PG 82 (S&P2) SEASIDE, WA 98132-5282**

For entry to be eligible, entries must be received by September 30, 1994. Entries received after this date will not be considered. Entries received after this date will not be considered. Entries received after this date will not be considered. Entries received after this date will not be considered. Entries received after this date will not be considered.

For each prize, there is a limit on the number of entries that can be received. Entries received after this date will not be considered. Entries received after this date will not be considered. Entries received after this date will not be considered. Entries received after this date will not be considered. Entries received after this date will not be considered.

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## GRAND PRIZE

One winner will receive a five-day stay in London, complete with a four-day historical quest in London, a "Sword of the Black Knight" engraved with the Ogre Battle logo and US \$500 for a shopping spree in jolly old England!



## SECOND PRIZE

Five winners will receive a rather lordly Ogre Battle Jacket and an Ogre Battle 64 Game Pak of the highest caliber!

## THIRD PRIZE

Fifty winners will pick up a snappy Nintendo Power T-shirt of their very own, lordly caliber sold separately.





# Game Boy

## a-Go-Go

### Tricks & Treats

Fear off! Happy Halloween! Scared, we'd rather not smell your feet, so put those sneakers back in your socks and accept a bagful of tricks instead. We just hope you like sequels, because five of October's GB a-Go-Go games are second efforts, including parts two from skater, Hawk, and gear, Croc. If sequels aren't your bag, please don't retaliate against this column like you'd do against the neighbor who hands out roses to trick-or-treaters—a magazine draped in toilet paper with pages splattered with egg yolk isn't very useful.



### Back on Board

In his second starring run for GBC, the chairman of the board busts out bigger moves in a skater game that's closer to the N64 version of Tony Hawk's Pro Skater than the first GBC game, which gave you a hawk's-eye view of the courses, so you never got the sense of catching air when riding. In the snazzier sequel, the high-flying action is side-scrolling, plus the game reincorporates the objective-based trickery that made Pro Skater such a monster hit. To become a monster skater, begin by buying the Type C board that'll compensate any rider's weaknesses.



## Hit the Deck

Pro Skater sports seven courses, including the School, the Hangar and NY City. In Career Mode, you'll roll through the courses to earn cash that you can use to buy your way into more exclusive areas, like Skate Heaven and Venice Beach.



### Places to Go...

You begin Career Mode with \$10,000 in your cash total. Buy the Type-C board, then use the change so you can assist in entering a locked course. By riding in one of the unlocked areas, Skate Street, you can easily earn extra cash.



### ...Things to Grind

Like Pro Skater for the N64, Pro Skater 2 gives you a track list to try on the road. Every course throws four objectives at you, and you have five minutes of riding time per run. Once you've completed all of a course's objectives, check the Pro to Album at the main menu to see what action snapshots you've unlocked. If you have a Game Boy Printer, you can print out the skater pics (as well as the passwords) you've earned.



## Street Smarts

Since you don't have to check off all four of a course's objectives in a single run, concentrate on nailing up 50,000 points and tackling low-scoring tasks (like grinds) on separate go-rounds. As long as you don't get untracked or take too many tumbles, you should be able to bust out the necessary moves before time runs out.



### Pro Dough

When you complete an objective for the first time, you'll win cash. You can also earn some extra money at the side by skating into the dollar bills that float in chance spots in the courses. Most of the ten and twenty spots float overhead, so bust out a basic ollie to toss your wheel.



### S-H-A-T-E

Every level contains five letters. Bounce through them to spell "SKATE!" and fulfill one of your objectives. In the morning, the letters float in the air, but they're usually located in harder-to-reach spots. If you hit A to catch air while grinding or leaving a ramp, you should be able to reach them.



### The Daily Grind

You can grind just about any object in the game. If you see a horizontal line in the background, chances are it's something you can grind. In the Hangar, you'll grind the chopper by hopping onto the railing by the craft's tail. Give a flying leap off the tail to slide across the chopper's rotors.



### Shoot the Loop

For \$3,000, you can enter Pro Skater 2's Balling, where you'll face the loop-the-loop. You can't bust out any tricks to earn points while shooting the loop, but if you take five spins through it, you'll complete one of the course's objectives. Use the nearby ramps to build up speed for your approach.



### Big Air, Big Points

Your best chance for scoring points is when you're in the air. To maximize your air time, don't press anything when you take off a ramp. Once you've flown straight up, string together a sick trick by rapidly tapping A in conjunction with the Control Pad.

# ARMY MEN 2

# 2



**REAL COMBAT.  
PLASTIC MEN.**

## Sarge's Second

Returning for his second tour of toy duty, the Green Army's Sarge fights another full-scale (relatively speaking) war against the Tan Army in oversized, real-world settings. Kitchens and backyards become gigantic war zones to the tiny GI, and the two campaigns will remodel Sarge into a soldier who is made of plastic but is as strong as steel.



## MARCHING ON

With the Game Link Cable, you and a friend can compete in Blitz and Capture the Flag battles. For the solo soldier, you can play as Sarge trudging across patios and dinner tables in either the Field Campaign or, eventually, the Assault Campaign. In either scenario, you'll have plenty of opportunities to teach the Tans to play like nice toys.



### Strategy Map

Your map is one of the most useful tools in your military arsenal: it reveals the locations of all enemies; Hit Select to pause the game and review your map. The white dots represent your base, the green dots represent the white rectangles in your current zone of operation.



### Supply Boxes

Food and weapons are boxed up in crates that are strewn about the levels. You start with only your government-issue rifle, but you can find (and loot, grab, steal, find, or otherwise acquire) other weapons and other materials of war in the supply boxes. Walk over the to add its contents to your inventory.



### Army Transports

Sarge won't have to worry about wearing out his plastic combat boots. In particular, the toy creator can take a break from walking by dropping a jeep or tank. To hop in or out of one, press your game, then select In/Out Vehicle.



### Vehicle Assault

Not to be outdone, the Tan Army rolls out vehicles, too, and Sarge is no match for their wheels on foot. If an enemy jeep or tank is headed your way, hoist it to high ground (plastic can't survive a collision), then take aim from a safe distance.



### Mine, All Mine

Like other items, minesweepers appear in boxes. If you highlight one of the sapper-sweeper icons, a downward arrow (if you're active in it) so you can detect every mine in the area.



### Real-World Dangers

Everyday things that you wouldn't think twice about become major threats to tiny toy soldiers. Heated butter on a stove top gets particularly nasty since the hot burners can melt Sarge into a green blob with a little Ayuh! (ouch!) sounds and heal yourself with boxes of health.



# STILL HOPPING

In the second of this month's games that prove that it's not easy being green, everyone's favorite jaywalking frog leaps back into the genre, mean streets to get to the other side. Hasbro Interactive's sequel to the arcade classic, Frogger, has you dodging on/off and traversing logjams as in the original, but this time around, you have game to find and more maze-like thoroughfares to navigate.



Game Boy  
a-Go-Go



## DON'T CROAK

You can play as Frogger or his female counterpart, Lily. Regardless of the road toad you choose, the same ol' hop-and-stop tactics from the first game still apply. Your timing just has to be better, since it's a longer trip back to your pad.



### Checkpoint Flag

If you're turned into rockfish, hitman or snake food, you'll have to restart the level from the beginning. To save more your travel time, hop onto the flag at the midway point of the course. By checking it, you'll restart at the flag if you croak.



### Snakes and Turtles

Frog-eating snakes slither along the shores, while diving turtles threaten to wash you up. Only certain turtles dive, so observe where they swim, since the sequence of turtles' landings and/or eel regains aren't scrolls off screen.



### Time to Kill

As in the original Frogger, your survival depends on whether you can beat the clock. Collecting all 'B' gems in a level will cut up plenty of seconds, but you'll regain all of your lost time once you've snagged the final gem.



### End of the Line

You can't ride a turtle or log off the edge of the screen, so you'd better figure that in if you made it past your way before it's too late. Usually, the 1-up frogs sit dangerously close to the water's edge, so look before you leap.

## TADPOLE POSITION

Why are there deer and duck crossings, but no frog crossings? If only Frogger had it so easy. And to make matters worse, Frogger 2 adds more hazards, making it even easier to jump to a fatal conclusion.



### Oil Slick

When you land on an oil slick, you'll slide for you if one drifts along. To avoid sliding into a frog-flaring vehicle, hop onto oil spills only when no traffic is directly in front of you.



### Time in a Bottle

You're always hopping against the clock, but you can turn back the hands of time by collecting hourglasses. The second you collect one of the elusive power-ups, you'll reset the level's timer.



## CROCODILE ROCK

He's still got just one fang, but now he's got two games. Croc, the huggable star of PC platforms, brings his second installment of goopy-eyed, Marioesque adventuring to Game Boy Color. Croc 2 is chock-full of puzzles and a wide variety of action that beginners and pros alike will dig. To keep the fun coming, snap up few a tips that'll guarantee Croc won't get turned into a set of luggage and matching shoes.



## Croc's Stock

A mysterious message in a bottle sets your adventure in motion. Along the way, you'll come across crystals. Collect them, then use them to buy items in the stores. You can also learn passwords for the game to play as the gator later.



### Tailspin

Croc can use his tail as a weapon. When an enemy approaches you, hit it to whack your way into a spinning ball of luck. If you really want to throw your weight around, press A to pump, then tap A again when water for a stomp move.



### Crystal Blue Persuasion

Throughout the land are large and small crystals. Croc can use them to buy things, so pocket as many as you can find. Cash them in at stores to buy items like the Jump Jolly, which will help you leap over wide gaps.

## GOODS FROM GOBBOS

Croc pals, the furry Gobbos, return in the sequel, and they'll supply you with items as well as hints. The opening area is populated by many of the shaggy critters, so talk to all of them to find out more about your mission and ways you can help your friends.



## Puzzles under the Sun

Croc 2 is brimming with a mish-mosh of puzzles that'll keep gamers of all skill levels busy. At the sun puzzle, read the sign by the entrance. Using the clue from L, stop on the blue bus stops in the correct order to unlock the nearby gate.



### A Push and a Shoe

Croc can push the tall wooden boxes anywhere on the grass pathways. A square patch of ground on any can get heavy indicators where the box needs to be. Push crates there so you can unlock gates or use them as steps to climb up ledges.



### Puzzle Pipeline

At the pipeline, pull the lever to turn on the water. You must redirect the flow of things with the buttons. Before the bulge of rushing water reaches a pincer-like, use the button to guide the water down the proper pipe.



### Collecting Keys

Together, you'll find keys and some box-pushing know-how. Whenever there's a square patch on a grass pathway, there's a box that needs to be pushed onto it. By pushing two boxes onto a pair of squares, you can use a key to unlock a gated Gobby.



### Goods From Gobbos

Gobbos are always helpful. As often as you bring the game, catch them. Don't be fooled, so as you can flip up to the Gobby on the ledge. After talking to it, you'll receive a Heart Pot that will extend your health meter by one notch.





## Road Rage

Hit the road and some rival bikers while you're at it in EA's cross-country racing rumbler, Road Rash. Wearing a motorcycle helmet is as important as ever in the game, since it will protect you from crashes as well as from the chains and handball bats wielded by your psycho cycling competition. Fight back and finish first—then maybe you'll be able to pay for repairs, traffic tickets or a new souped-up ride.



## OFFENSIVE DRIVING

If you have a Game Link Cable, you and a friend can connect your Road Rash games and compete head-to-head. Regardless of whether your opponent is your pal or a CPU biker, get to know the rules of the road, since finding the path to victory takes more than knowing how to swing a lead pipe.



### Outta the Way!

Tapging B to attack while keeping A pressed to accelerate can be awkward. Try hitting B with your right index finger and A with your right middle finger, or press your thumb over both buttons.



### Here Comes the Fuzz

Bluebiker cops will pull you over if they catch up to you. Quickly tap-to to your side if you fall off as they can't intercept you. If they bust you, the fee will set you back \$200 or more.



### Roadside Distractions

Spend as little time as possible driving on the shoulder. Search will help you with leeches, dogs and other roadside obstacles will send you flying off your bike. Maybe all that skidding you'll do on your course is why the game is called Road Rash.



### Leader of the Pack

Before the flagger waves the race to a start, press and hold A. As soon as the race begins, you'll be on your way to rocketing into the lead. Kick up the rear by tapping away from the pack and dodging nails by riding along the center stripe. There, you'll be able to steer clear of cars and bikes.



### Hit and Ride

Pull up alongside a biker, then hit A to punch or use your weapon. If you tap A while pressing Down on the Control Pad, you'll kick. Attack predators to steal their weapons and fight back as they can't steal yours.



### Car Crossing

In addition to bikes, cars join the roads. You'll catch up to cars going your way in the right lane, while waiting for the motorcade down the left lane. Green arrows, cars will bypass your path, so slow down if there is a sign as you spot an oncoming or an intersection.

### Quality

If you place third or better, you'll win a cash prize that you can use to repair your scratched bike if you've crashed too many times. The money will also come in handy for buying the ball, the tennis racket rule. A third-place or better finish will also qualify you to continue to the next race on the circuit, which can take you to exotic locales such as Hawaii and Vermont.





## Nick o' Time

Putting the "car" in "cartoon" are Nickelodeon's hottest animated characters in an all-star racing game from Hasbro Interactive. Though there's no gas on the track, the competition is still kooky thanks to appearances by the Nicktoon stars of *CatDog*, *SpongeBob SquarePants*, *The Angry Beavers*, *Hey Arnold!*, *The Wild Thornberys*, and, of course, *Rugrats*.



## Tooning Up

If *Termy Piddles* can barely walk, how can he drive? And when *CatDog* races, who's at the wheel and who's the backseat driver? Then again, the Nicktoons are about fun and flights of fancy—not reality—and that's what the games all about, too.



## Tracks and Toons

You can play as *CatDog*, *SpongeBob*, *Diglett*, *Norbert*, *Arnold*, *Termy Piddles* or *Elmo*. *Thunderbox*! Once you've got the Nicktoon you'd like to put in the driver's seat, head out to one of the 20 twisting roadways!



## Roadrats

Four Nicktoons race at one time. Your three competitors like to drive in your way and cause leader bends, so weave around them when they close in on you. If they're in front of you, slow down until you have a clear path for passing.



## Water's Cray

If you stay on the main path when you reach for fish in the figure-eight tracks and steer clear of the shoulders and other fish's better drivers, you'll be on your way to becoming the top of the toons.



## RPG IN 3-D

Furthering the story of the shipwrecked adventurers, *Towers II* throws down another RPG gauntlet of 3-D hallway roaming and real-time bashing. The controls are complex, but once you've mastered the point-and-click setup (hit Select to bring up your cursor position, it over an item in the room or on your menu, then hit B to access it), devoted adventurers will unravel a dark mystery spanning 13 levels.



## Navigation

Digitized voice and a two-player cooperative Game Link Mode spice up the gloomy quest. But the real star of *Towers II: Plight of the Sargazer* is its intense real-time action.



## Hunt and Collect

All of the characters are constantly moving—even if you're standing still! Always on the go, the enemies will try to escape to your left side, so stay on the move to catch them and nab the relics they carry.



## Using Items

Enter Control (or up) Mode by hitting Select, then position your cursor over the item you want to use. If you want to unlock a door, place the cursor over a key in your inventory, then press A, Select, then A.



## Games are for kids. Battles are for warriors.

Dragon Warrior® is back! One of the all-time best selling game series returns in an all new edition for Game Boy® Color. Dragon Warrior I & II transports you into a world of fantasy action. And with two complete classic RPG games crammed into one Game Pak, it's the ultimate warrior epic.

The adventures begin as you explore the land of Akalgar, conquering monsters and collecting treasure as you try to defeat the evil Dracolord. Succeed, you will then gather the descendants of Lolo and face the wicked Hargon who awaits in Dragon Warrior II.

These incredible journeys begin with a trip to your local game store, but where they end is entirely up to you.



Control up to 3 characters at once!



Trade items from 100 types of monsters!



Over 100 items and spells to your arsenal!



All new, colorful war!



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GAME BOY  
COLOR



All Ages  
Everyone

# WORLD

# WORLD

## NINTENDO GAMECUBE!



On August 24th in Japan, Project Dolphin was officially unveiled as Nintendo GAMECUBE. Like Game Boy before it, GAMECUBE was named for its one and only purpose—to be a compact powerhouse of video game performance. Journalists and developers at Space World 2000 were spellbound by the demonstrations of GAMECUBE's abilities and features. Now, it's your turn.

\*\*\*\*\*

The vast convention hall of Makuhari Messe could barely contain the excitement of 2,400 gaming professionals gathered from around the world to see what they hoped would be Nintendo's answer to PS2 and X-Box. The debut of Nintendo GAMECUBE answered their questions and gave them a glimpse of a next generation

gaming console designed expressly for unparalleled game play and easy game development. As beautiful as the screen shots are on this page, they are mere shadows of the vibrant, animated images that appeared on three giant screens that day in Japan. In just 60 seconds of demos, GAMECUBE showed the world that the future of interactive gaming was going to be magnificent.



### CUBES IN COLORS

Color wasn't important to Henry Ford almost a hundred years ago, but it is important to car owners today. Following in the footsteps of Game Boy and the N64, GAMECUBE will be available in five hot hues.



Mr. Miyamoto reported that this game would be ready by the Japanese launch in July. Will Luigi become a star?



Resident Evil 4, the game starring Gomez Aron of Madrid fame. It was not of this world.

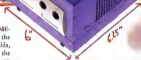


Link's battle was one of the most impressive battles in GAMECUBE. The animation and effects were stunning.

## Cube Hits

The GAMECUBE is small in dimensions, but it measures up to the most powerful simulation conversions in its ability to render 3-D worlds in real time and manipulate gaming data without software deflection. Just picture a supercomputer packed into half a shoebox.

# IT'S MIGHTY SMALL!



Mario's Party, a maze of video shoot that follows the Palace TV show in Japan, went interactive on GAMECUBE.

## MIYAMOTO IN CONTROL

One of the principal architects of GAMECUBE was Shigeru Miyamoto, the renowned creator of Mario and Zelda, who demonstrated the functions of the new GAMECUBE Controller with an interactive sequencer featuring 128 Marios. The Controller includes two analog control sticks, a control pad, four control buttons, two analog shoulder buttons, a Z trigger button, the Start Button and a built-in rumble feature. Its compact size and ergonomically correct design make it the most comfortable and versatile game controller ever. Even though Mr. Miyamoto envisions games that are simple enough to play with the large A Button and Control Stick alone, game developers should have no trouble creating intuitive new control schemes for their games.

## THE POWER OF THE CUBE

Genyo Takeda, Nintendo's hardware wizard and in many ways the father of the N64 and GAMECUBE, described how Nintendo had learned a vital lesson from the N64: it's more important to make a system that's easy to develop for than a system that features peak performance benchmarks that are not often used. Mr. Takeda cited GAMECUBE's use of DRAM technology and large memory caches as ways to enhance

game functionality and reliability. He also introduced the 1.5 GB proprietary disk media that will hold GAMECUBE games. Approximately three inches in diameter, the small disks hold 190 times the data of Super Mario 64, plenty of space for huge games filled with anything a designer might want to include. Tech types can visit [nintendo.com](http://nintendo.com) for all the specs on GAMECUBE. The real measure of the system will be seen at E3 next May when Nintendo unveils the first generation of GAMECUBE software.

## WRAPPING THE CUBE

The tantalizing glimpses of Wave Race, Star Wars, Metroid, Zelda, Mario, Pokémon, Perfect Dark, Banjo, Too Human and Rebirth made it clear that Nintendo's GAMECUBE is a true game machine, not a multifunction audio-video device. When the other console makers unveiled their upcoming systems, they showed abstract technical demos of rubber ducks and moatzetsps. Nintendo showed game characters in game worlds, running, jumping, racing, fighting, dancing and singing Cheeses surrounded through the hall when Luigi, Meowth and Sorema Ann appeared. Imagine the sound when GAMECUBE is launched next October in North America.

## DOWNWARD AND UPWARD CONNECTIONS

Nintendo's console will support a 56Kbps, V.90 modem and a broadband, high-speed connection. Both accessories will plug into the bottom of the GAMECUBE. For timing and latency plans by GAMECUBE weren't discussed, but Mr. Takeda noted that Nintendo is interested in a wide range of networking ideas.

## A WIRELESS WIMBLED

In addition to the standard GAMECUBE Controller, Mr. Miyamoto's demonstrated the wireless Wireless Controller that boasts a range of about 30 feet. The Wireless uses RF signals, but won't be blocked by line-of-sight obstructions.



## A LINK TO THE ADVANCE

GAMECUBE's wireless connection is with Game Boy Advance via a connector that lets players use the Advance as a GAMECUBE Controller. Picture a football game in which players secretly debugs plays on Advance before running them.

## DISCARD

Game discs will be saved as low-voltage Opticals that fit into the slots on the front of the unit. And an adapter for 44-MS SD. Each memory card will allow players to export data from digital devices such as cameras.



# IS CUBED



Tenet's Magical Gem



Game Boy Wars Advance



F-Zero for Game Boy Advance



Dracula: Circle of Moon



# INTRODUCING GAME BOY ADVANCE

Gaming on the go just took a huge step forward. Meet Game Boy Advance.



Top Gear All Japan GT Championship



Darkman Story

**B**efore GAMECUBE appeared on the stage at Makuhari Messe, Executive Vice President of Nintendo, Atsushi Asada, introduced an even more compact gaming system. Game Boy

Advance—the 32-bit big brother of Game Boy Color—appeared in production form for the first time. In fact, 150 units featuring ten playable games greeted the thousands who attended Space World 2000. With a 50% larger screen than Game Boy, higher resolution graphics, a 32,000-color palette, faster processing speed, greatly improved stereo sound capabilities and a price point below \$100, Game Boy Advance is truly the most advanced portable gaming system ever. And game development is already heating up.

## ADVANCED GAME PLANS

### FROM NINTENDO

- F-Zero for Game Boy Advance
- Fire Emblem: Dark Shovel Mystery
- Game Boy Wars Advance
- Golden Sun
- Kuro Kuro Kuro Kuro
- Magical Mystery
- Mario Kart Advance
- Napoleon
- Tenet's Magical Gem
- World Land 4

### FROM YAMCO

- Tenet's Magical Gem
- Top Gear All Japan GT Championship

### FROM BANDAI

- Dracula: Circle of Moon
- Soul Master
- Kamen Rider Wii Sensing Advance
- Master of Darkness
- Silent Hill Star Coprocessor

### FROM BUNNEN

- Darkman Story
- Mario Taro Festival
- Pocket Quest of Heart

### FROM BUSHI

- Winning Post Horse Racing!

### FROM SPIKE

- Advanced Fire Pro Wrestling

### FROM INAGIEN

- Hello Kitty Mermaid Collection

### FROM CAPCOM

- Darkman EXE

### FROM NID

- Pocket GT Advance



## MORE ADVANCED LINKS

The new Game Boy Advance Game Link cable will feature an extra connector port in the middle that allows an additional cable and Game Boy Advance to be connected. Players can connect up to four Game Boy Advance systems using three cables.



**Mario Kart for Advance has the look and feel of the Super NES series. It moves like a real racer!**



**Pinball: Quest for Beasts is a richly illustrated pinball game starring a rocket-powered humblybird.**



**Wii Play brings back the Mario Kart. It's fast, but not the races take place on wacky tracks.**



**Golden Sun is an RPG with great graphics on its side. Both scenes are created using 3-D graphics.**



#### AN ADVANCE LOOK

Advance's sleek dimensions are almost exactly the same as Game Boy Color, but Nintendo has turned the use on its side, pecked in a larger screen, two new shoulder buttons and added fan cooling. The Advance feels comfortably in your hands like Super NES Controller.

#### NOT YOUR FATHER'S GAME BOY

The screen shows tell the story of Game Boy Advance. Its crisp graphics in a widescreen format look more like the action shots from a TV game console. The amount of detail packed into some of the ten games at Space World 2000 rivals that in many N64 games. The sound, when heard through stereo headphones, is exceptional. And Game Boy Advance has even more going for it. Developers from Japan to Europe have already embraced the system and are hard at work on the first generation of titles. Advance also plays all of the old Game Boy and Game Boy Color games. It will be used as a GAMECUBE Controller and, with the help of planned accessories, as an access device for wireless networking.

#### ADVANCED NOTICE

At Space World 2000, forty titles were announced for Game Boy Advance. North American publishers have been working on titles since early in the summer, and European developers, including Rare, are also developing GBA games. Like previous Game Boy systems, Game Boy Advance offers developers a friendly programming environment that keeps costs low and development times short. We expect to see a number of classic Super NES titles such as *0-Zero* and *Mario Kart* make updated appearances on Advance, but the real excitement will come from brand-new games that we have yet to glimpse. The future of portable gaming begins with the launch of Advance in Japan in March 2001 and in North America in July 2001.



**Kameo's Secret Hill is 98% complete. The rendered scenes of the text adventures are striking.**



**Master Golf, also from Kameo, features excellent graphics and play control and is 99% complete.**



**Kara Kara Kuru Iin challenges players to try the twisting and turning of the maze.**



**Gopcon's Rock Man in A.A. Naga Man will also be an excellent action RPG for Game Boy Advance.**



**Magnifico recreates in real time the atmosphere and battles of the French composer's grand opera.**



#### The Mobile Adapter GB

Advances to Game Boy are due to arrive even before the launch of Game Boy Advance. In December, the Mobile Adapter GB will go on sale in Japan, giving Game Boy Color owners a link to a special network via cell phones or a popular system in Japan called PHN. The Adapter will allow users to send e-mail, trade data and even play multiplayer games such as the new Pokémon Crystal version. The Mobile Adapter GB will be compatible with Game Boy Advance, as well.



NINTENDO 64

## THE LEGEND OF ZELDA: MAJORA'S MASK

It's not just a sequel. It's another legend in disguise.

**GRAPHICS:** Though it's of the same cosmetic caliber as *Ocarina of Time*, *Majora's Mask* sets itself apart by being a deep and original experience rather than just a superficially modified sequel.

**PLAY CONTROL:** Swimming as a Zora (it's like flying a jet fighter) will surely be one of the year's most memorable ways to get around. Whether you're masquerading as the Zora, Deku or Goron, the differing controls and emotion-based button functions always handle like second nature.

**GAME DESIGN:** While you must play the same three days over and over again, *Majora's Mask* never plays like a broken

record. The 72-hour cycle is really a framing device meant to add pressure to your steady difficult tasks and dangers (the last two will make your head spin), and there's rarely any tedious backtracking, even with the character-swapping element that the shape-shifting masks add.

**SATISFACTION:** Don't dismiss *Majora's Mask* as a simple side quest in *Ocarina*. The game's structure is like no other, the experience is as epic as any other *Zelda*, and its story is perhaps the strongest in the series.

**SOUND:** Deftly underscoring the shifts in time and mood, the local scores subtly vary as time goes by.

**COMMENTS:** *Andy:* This is one better than *Ocarina of Time*. *Drew:* One of the most engaging games I've ever played.



OVERALL  
RATING  
**9.4**

- Nintendo 64 Required
- 1 player
- Flexible Pak compatible
- Expansion Pak required
- 4 main dungeons, plus over half a dozen mini-dungeons
- 24 masks
- 2 save files

GRAPHICS

4.5

PLAY CONTROL

4.5

GAME DESIGN

4.5

SOUND

4.5



**HOW IT RATED:** While the IGN staff rates that this game features "innovated solutions," the *GameSpot* crew rates it well, and the dark, tragic story ultimately has significant weight. A wonderful and positive mix of worlds with 13 instances of it all.

IGN

4.5

GameSpot

4.5

EA

4.5





## TIGGER'S HONEY HUNT

Tigger springs his bouncy, trouncy, flouncy, poancy lan on the N64.

**GRAPHICS:** A storybook come to life, Tigger's Honey Hunt waxes with its visual feast of brilliant colors, huggable characters and primly backdrops.

**PLAY CONTROL:** The wonderful thing about Tigger is that his springy tail enables him to jump in all sorts of ways. Controlling it is very natural and easy to master.

**GAME DESIGN:** A 3-D sidescroller similar to Disney's *Taman*, Honey Hunt bolsters its exceptional adventure with multiplayer mayhem.

**SATISFACTION:** Don't think you're too old to play NewKidCo's dazler—the game is so well made that players of all skill levels will enjoy the hunt. The elements that keep you on their toes, like uncovering secret areas

and having to revisit places accessible only with moves you learn in later levels, show that the developers made an effort to create a well-forged game worth playing, rather than a halfhearted, easy game for youngsters. And the effort pays off since Honey Hunt is, as Tigger would sing, "Fun, fun, fun, fun, fun."

**SOUND:** The game sells heavily on text, and more spoken dialogue (instead of just a sprinkling of voice samples) would have been more appropriate for its audience.

**COMMENTS:** *Andy*—Surprisingly solid visuals.



OVERALL  
RATING  
**7.6**

- NewKidCo/200 Megapixels
- 5-player adventure
- 1 to 4 players simultaneously for multiplayer
- 9 levels
- 3 minigames



### HOW IT RATES

Full of innocent, giggling antics, *Tigger's Honey Hunt* has been rated E for Everyone by the ESRB. Though it's targeted at youngsters, the game, like the rating suggests, is a great fit for all ages.

GRAPHICS  
**8.5**

PLAY  
CONTROL  
**7.0**

GAME  
DESIGN  
**7.5**

SAT.  
**7.5**

VALUE  
**8.0**

OVERALL  
CRITICS  
SCORES

7.1 — *Andy*  
6.1 — *Jason*  
3.4 — *Chris*  
3.2 — *Serg*  
7.5 — *Drew*

## ARMY MEN: SARGE'S HEROES 2

The plastic platoon toys with war once again.

**GRAPHICS:** Returning to wage another toy-scale war, plastic Sergeant Hawk finds himself yet again dwarfed by his relatively huge, real-world surroundings. Therein lies the charm of the series, and the oversized settings, well-cooked with gag products, are as fun and inspired as ever. Included in his tour of duty are exotic locales like a toy store and pinball machine.

**PLAY CONTROL:** The improved camera no longer stews and is fixed so that Sarge's back is always in the center of the screen. Aiming isn't always easy, but being able to strafelift with Z and do an instant about-face

with the touch of a button are very welcome features.

**GAME DESIGN:** During your 17 missions, you'll play as Sarge or Vito, and you'll often be flanked by a fellow soldier. The emphasis on interaction is a great touch, and the addition of being able to call in air strikes and assign their targets keeps morale—and the tactical fun—high.

**SATISFACTION:** Aside from its improved controls, *Sarge's Heroes 2* marches on with more of the same, which is exactly what fans of the series will like about the sequel.

**SOUND:** The music, voice samples and razzle-dazzle aren't being all they can be, but they do a decent job.

### COMMENTS:

*Andy*—The game opens with a giant glassed hawk. That's cool. *Drew*—Play control is AWOL.



OVERALL  
RATING  
**7.1**

- 200/64 Megapixels
- 1 to 4 players simultaneously
- Controller Pak and Remote Pak compatible
- Expensive Pak enhancements
- 17 one-player levels
- 6 multiplayer war zones



### HOW IT RATES

*Sarge's Heroes 2* earns the rating of T for Teen. The ESRB warns that the game features some incidences of "intense violence," but keeps in mind that all of the action is plastic toys.

GRAPHICS  
**7.0**

PLAY  
CONTROL  
**6.5**

GAME  
DESIGN  
**7.0**

SAT.  
**7.5**

VALUE  
**7.5**

OVERALL  
CRITICS  
SCORES

7.4 — *Scott*  
7.1 — *Andy*  
7.0 — *Drew*  
7.0 — *Jason*  
6.5 — *Serg*



## TAZ EXPRESS

Infogrames whips up a special delivery of dewlry.

**GRAPHICS:** Following up its first on-the-money Looney Tunes N64 game, Duck Dodgers starring Duffy Duck, Infogrames successfully delivers the spirit of *Saturday Morning* in another midpack package of off-kilter settings and bold colors. Warner Bros. icons like Wile E. Coyote, Marvin the Martian and, of course, the Tasmanian Devil look right at home. **PLAY CONTROL:** A platformer at heart, 3-D *Taz Express* stumbles a bit in the play control department since the three-quarter view often makes it difficult to gauge where you are in relation to your surroundings. Jumping ends up being a task.

**GAME DESIGN:** The delivery route trick is a creative way to repackage the ol' get from point A to point B premise, and every level plays out in a very different way: dodging cars, hopping on top of buildings, procuring your shipment from a warehouse and more. **SATISFACTION:** A delight for Looney Tunes fans, *Taz Express* and its mile-high variety will surely please platform lovers as well. **SOUND:** Taz's grunts and slobbery Bronx cheers are cute for about a minute before they become gratingly repetitive. Still, it's in character with Taz, so in the commendable, giddy music.

**COMMENTS:** Scott—*I liked Taz in spite of his excesses and control problems.* Andy—*Taz's basic arena score like work that fun.*



OVERALL  
RATING  
**6.8**

- Infogrames'66 Megabits
- 1 player
- Runnable Pak compatible
- 5 worlds
- Over 30 levels

GRAPHICS

7.2

PLAY CONTROL

6.4

GAME DESIGN

6.5

SAT

6.6

SOUND

7.0



**HOW IT RATES**  
Aside from the usual Looney Tunes cartoon mischief, there's little that gets hurt at *Taz Express* or the package you're delving. That being the case, the ESRB deems the time gone worthwhile for everyone.

STAFF SCORES

7.1 → Scott

6.7 → Chris

6.8 → Jason

6.7 → Andy

6.5 → Soreq



## BIG MOUNTAIN 2000

Big news: Snowboarders and skiers share the slopes!

**GRAPHICS:** They're not the smoothest-looking riders on the slopes, but Big Mountain's impressive visuals aren't the game's big selling point. If there's anything worth absorbing from the big mountainscape, it's that Big Mountain combines snowboarding and skiing into one game, and the four slopes that Southpeak offers are at least graphically close-kind, better yet, filled with forks, jumps and shortcuts. **PLAY CONTROL:** BM2K does a good job of conveying the handling differences between using one plank or two, and the game boards states for skiers (spread eagles, crossovers) and boarders (methods, nose grab).

**GAME DESIGN:** Though there are only four courses, they feel different depending on your ride. Moreover, Big Mountain makes the most out of the limited runs by featuring a slalom and giant slalom version of each course. **SATISFACTION:** BM2K is pretty much the only skiing game on the N64's slopes other than Nagano Winter Olympics '98. The combo of skiing and boarding (though it doesn't rival *softer* Snowboarding) at least warrants a look-over from winter sports nuts. **SOUND:** Sometimes the music sounds like underproduced Wave Race 64 tunes, and sometimes the schwaing sounds like somebody's wailing a saxophone.

**COMMENTS:** Jason—*It's too slow the sports of 2000 Snowboarding and half the fun.*



OVERALL  
RATING  
**5.8**

- Southpeak Interactiv/36 Megabits
- 1 to 2 players (simultaneously)
- Controller and Flexible Pak compatible
- 4 courses

GRAPHICS

6.0

PLAY CONTROL

5.7

GAME DESIGN

5.5

SAT

5.7

SOUND

5.5



**HOW IT RATES**  
Big Mountain 2000 is good, but fun for the most part, so the ESRB has deemed it Southpeak's snowboard and skiing game as all right for everybody rating.

STAFF SCORES

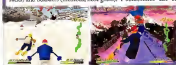
6.4 → Chris

6.1 → Andy

5.8 → Scott

5.7 → Jason

5.2 → Drew



## POKÉMON GOLD VERSION &amp; SILVER VERSION

**And to think, you thought you'd caught 'em all.**

**GRAPHICS:** Pokémon Gold and Silver include dozens of new Pokémon as well as many familiar ones from the previous games. The new characters look cooler or even cuter (who'd have guessed Poliwhirl could have a more adorable form?), and the established Pokémon bear new poses.

**PLAY CONTROL:** New names, new Poké Balls and more character interaction, like the phone calls you'll get from Trainers you meet on your journey, are all easy to access and execute thanks to straightforward menus.

**GAME DESIGN:** Bigger and better than the original games, Gold and Silver contain the world that Ash explored in Red, Blue and Yellow as well as a new, uncharted land. A battery-operated clock keeps track of real time whether your game is on or off, and you'll be able to catch certain Pokémon only at certain

times of day. The clever feature makes an already hard game to put down even tougher to walk away from.

**SATISFACTION:** If you're a Pokémon fan, you already know you'll love this game. For the unconverted, this is the version that'll switch you over: It's even easier to get caught up in the catching of 'em all, since the Gold and Silver Versions do a great job of coaxing you into the process.

**SOUND:** As usual, the music is memorable and easy on the ears. **COMMENTS:** Score—This is the way Pokémon was meant to be played, and it's in real color.



OVERALL  
RATING  
**8.7**

GRAPHICS  
**9.0**

PLAY CONTROL  
**9.0**

GAME DESIGN  
**9.2**

NET  
**9.0**

SOUND  
**7.2**

- Nintendo 64 compatible
- 1 to 2 players simultaneously
- DS and GBC compatible
- Game Link compatible
- Internal print capability
- EE Printer easy mode
- Pocket Pikachu 2 compatible

ESRB  
E  
EVERYONE

## HOW IT RATES

When the game is without fighting, the battles are never graphic and the fight ends with the loser fainting. Recognizing how tame the RRS is, we assigned Pokémon Gold and Silver a rating of E.

INTENDO POWER  
STAFF  
SCORES

9.1 — Scott  
9.0 — Chris  
8.8 — Jennifer  
8.5 — Jason  
8.3 — Drew

## DONALD DUCK: GOIN' "QUACKERS"

**Get quackin' with Ubi Soft's leather-ruffling platformer.**

**GRAPHICS:** Ubi Soft did a first-class job of bringing Donald and his cranky personality to life. His every move, from the way he rits his hat over his knitted bow when he's assumed to the way he flails in the air when falling, speaks volumes. Equally expensive and impressive are the settings, which are studded with layers of color and intricate Disney detail.

**PLAY CONTROL:** He may be a duck, but he can't fly jumping and double-jumping are the only ways to get Donald's webbed feet off the ground, and the responsive and intuitive controls make your leaps and waddles from platform to platform just ducky.

**GAME DESIGN:** Based on Ubi Soft's upcoming N64 Donald Duck game, the side-scrolling version features cleverly designed multilevelled levels, foaked paths and breakable

floors that give way to hidden passages. It's a classic platformer in which collecting items is the object, and finding them is a big challenge. Donald Duck is no Mickey Mouse of a game.

**SATISFACTION:** With Grade-A looks, fun and game play, Donald Duck meets the high standard that Ubi Soft set with its other non-play sidescroller, Rayman.

**SOUND:** Never intrusive, the bouncy music and goofy effects are flawlessly lovable.

**COMMENTS:** *Charlie*—Ubi Soft continues to make some of the most graphically pleasing games for Game Boy.



OVERALL  
RATING  
**8.1**

GRAPHICS  
**8.4**

PLAY CONTROL  
**8.4**

GAME DESIGN  
**8.2**

NET  
**8.0**

SOUND  
**8.8**

- Ubi Soft's Mega-Lite
- 1 player
- GBC exclusive
- Previews

ESRB  
E  
EVERYONE

## HOW IT RATES

The cartoon in Donald Duck isn't ruffly as anybody's feathers. The heavy platformer is suitable for parents of all ages and siblings, so the ESRB has rated Ubi Soft's best, feathered page with an E.

INTENDO POWER  
STAFF  
SCORES

8.9 — Chris  
8.1 — Jennifer  
7.8 — Swails  
7.7 — Drew

## TONY HAWK'S PRO SKATER 2

The GBC sequel hits the ground running as a solid stuntfest.

**GRAPHICS:** Revamped for the better, Tony Hawk's Pro Skater 2 bids on the three-quarter view that the first GBC game opened for. Replacing the beloved view with a smarter side-scrolling setup, Pro Skater 2 enables you to see how much air you're catching and allows for more halcyon action and easier grinding sessions. And if you do them well, you can unlock skater pics that you can print out on the Game Boy Printer.

**PLAY CONTROL:** Skateboard is what Tony Hawk is all about, and Pro Skater 2 makes it easy and a blast to bust out the fancy maneuvers. The sequel gives you plenty of freedom, and you'll easily find yourself whiling away time piling combo upon combo.

**GAME DESIGN:** Unlike the first GBC Tony Hawk game, Pro Skater 2 remains faithful to the N64 version of Pro Skater, and

that's what makes the sequel so much more fun. As you skate, you must fulfill objectives, like collecting letters to spell "SKATE" and pulling off grinds. The grindables glare are never obvious, adding an exploration factor to the excitement.

**SATISFACTION:** In its own little way, the sequel is very much like an N64 big brother. If you were into that game, Pro Skater 2 won't disappoint.

**SOUND:** The music is stand-out fare, but everything else more than makes by.

**COMMENTS:** Jason—This is a bang-up beat that does justice to Pro Skater for N64.



OVERALL  
RATING  
**7.3**

GRAPHICS  
**7.4**

PLAY CONTROL  
**7.0**

• Activision's 16 Megabits

• 1 player

• GBC exclusive

• Game Boy Printer compatible

• 7 courses

GAME DESIGN  
**7.5**

SOUND  
**7.0**

SCENE  
**6.4**



HOW IT RATES

Tony Hawk's Pro Skater 2 earns an E rating from the ESRB. Not even a pinned knee appears on the stunt game, so don't worry about seeing anything graphic or of violence.

HOW IT RATES  
POWER RANK  
STAFF SCORES

7.5 — Jason

7.4 — Drew

7.2 — Chris

7.0 — Andy

7.0 — Scott

## WALT DISNEY'S ALICE IN WONDERLAND

A curious adventure that's sure to put a Cheshire grin on your face.

**GRAPHICS:** Walt Disney's version of Lewis Carroll's *Alice's Adventures in Wonderland* was one of the studio's most surreal and dazzling cartoons, and the GBC platformer that it inspired does a valiant job of matching the story's wild vision one eye-popping visual after another. The detailed graphics explode with vibrant color, and the mind-bending settings are suitably dreamlike. For posterity's sake, you can use the Game Boy Printer to print out scenes from dream sequences you've created in Alice's Art Gallery by mazing and matching character art and lush backdrops.

**PLAY CONTROL:** The imaginative game play changes as Alice ventures deeper into the rabbit hole, and the control is always as tight as the Mad Hatter's hat.

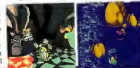
**GAME DESIGN:** Alice in Wonderland is a tea party of excellent Mauriceque platformer action. All

of the characters from Alice's dream pop up in the game, and every aspect of the story plays nicely into the action, such as using the shrinking power of mushrooms to squeeze into tiny doorways.

**SATISFACTION:** Not a drop of Carroll's story was wasted in the game, ultimately making Wonderland wonderful as far as platformers go.

**SOUND:** As energetic as the action, the music is never annoying and always elegant.

**COMMENTS:** Scotty—Like the story, this game is bizarre. Jennifer—More games based on movies should be like this.



OVERALL  
RATING  
**6.9**

GRAPHICS  
**7.7**

PLAY CONTROL  
**6.5**

• Nintendo's 16 Megabits

• 1-player adventures

• 1 or 2 players (depending for kids and best game)

• GBC exclusive

• Game Boy Printer compatible

GAME DESIGN  
**6.0**

SOUND  
**6.8**

SCENE  
**6.0**



HOW IT RATES

There's nothing curiously here: the game is based on a G-rated film, and Alice in Wonderland suitably earns an E rating from the ESRB. It's Disney through and through, so it'll be enjoyable and appropriate for all.

HOW IT RATES  
POWER RANK  
STAFF SCORES

7.0 — Jennifer

7.5 — Jason

6.9 — Scotty

6.3 — Andy

6.2 — Drew



## ALSO PLAYING THIS MONTH

### LEGENDS OF THE DRIFT KING 2

- Microsoft Megabits
- 1 to 2 players simultaneously
- GB and GBC compatible
- Game Link compatible
- Battle feature

New King 2 is a spin of an RPG. Its logic is racing in fish, and you get to catch 'em all (only you'll really want to, too). Even if you don't enjoy the sport, you'll know 2 to be an experience as steep as the west of that home to your 30 fish and a colorful fish, which you can trade via Game Link with other N64 or N64/MSDN 2 Game Paks.



**OVERALL RATING**  
**7.3**

GRAPHICS: 7.0  
PLAY CONTROL: 7.0  
GAME DESIGN: 7.0  
ACT: 7.0  
SOUND: 7.0

### CROC 2

- THQ's Megabits
- 1 player
- GBC exclusive

Very likable from the get-go, Croc 2 is another installment in the kid-friendly adventure of the single (and a good star of PC games) Nicely animated and bouncy fun, Croc 2 offers a nice puzzle, climbing and platforming-style action. The challenge levels hold, but that's not to say the entire game isn't worth exploring.



**OVERALL RATING**  
**6.9**

GRAPHICS: 7.0  
PLAY CONTROL: 7.0  
GAME DESIGN: 6.5  
ACT: 6.5  
SOUND: 6.5

### FROGGER 2

- Hasbro Interactive's Megabits
- 1 player
- GBC exclusive

Taking Frogger a few boots further, Hasbro's installment adds water bugs and more gnat-like flies while introducing a million puzzles, including mazes, and crystals to collect as you try to get to the other side. The audio speaks as much as the arcade classic, and Frogger 2's jaw-dropping action is every bit as appealing as the original.



**OVERALL RATING**  
**6.9**

GRAPHICS: 6.0  
PLAY CONTROL: 7.0  
GAME DESIGN: 7.0  
ACT: 6.0  
SOUND: 6.0

### ROAD RASH

- EA's Megabits
- 1 to 2 players simultaneously
- GBC exclusive

The name's not known as Road Rash isn't do much of a teasing to the Game Boy Color. You're occasionally tall if the bugs and land pass you're swinging or a sinking car on earth (and bills who pull up alongside you, so the game's big appeal is lost. In the end, it's just a being run-down in an exciting road.



**OVERALL RATING**  
**6.1**

GRAPHICS: 6.0  
PLAY CONTROL: 6.0  
GAME DESIGN: 6.0  
ACT: 6.0  
SOUND: 6.0

### WALT DISNEY WORLD QUEST: MASCAL TOON RACING

- Disney's Megabits
- 1 player
- GBC exclusive
- 12 tracks

Kids love the Disney franchise, so very cool why setting the go-to name game on Disney World's whimsical world. Like Road Rash, it's a whimsical adventure and the Pirates of the Caribbean. More than just a simple racing game, Mascall Racing is like Diddy Kong Racing lite, over flowing with power-ups and collectibles aplenty.



**OVERALL RATING**  
**5.5**

GRAPHICS: 5.0  
PLAY CONTROL: 5.0  
GAME DESIGN: 5.0  
ACT: 5.0  
SOUND: 5.0

# BEHIND THE NUMBERS AND NAMES

## EVALUATIONS

ANDY:

ARMOND:

CHRIS:

DAN:

DREW:

HENRY:

JASON:

JENNIFER:

OLIVER:

SCOTT:

SOHJA:

## RATINGS

GRAPHICS

PLAY CONTROL

GAME DESIGN

SAISFACTION

SOUND

## AGE RATINGS

**G** Early Childhood

**E** All Ages

**T** Teen (12+)

**M** Mature (17+)

**A** Adult (18+)

**RP** Rating Pending

"The Biggest, Baddest RPG to ever hit the N64!"

- IGN64



# Ogre Battle 64

Person of Lordly Callber



Over 50 Hours of non-linear gameplay on one of the largest N64 carts ever  
Fight epic battles while commanding over 50 types of characters  
Experience an epic storyline worthy of the Ogre Battle name



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# PAK WATCH

The web is spun.

## THIS MONTH

### NET YOU, PIKACHU!



Is it a game or a job?

### SIN AND PURGEMENT



Japan gets a drink.

### DISNEY'S ALADDIN



Power cracks a peak.

### ALOPE IN THE BARR



Junior juster looked so good.

The inside source for all Nintendo News.

## NINTENDO OPENS THE DOOR TO GAME DEVELOPMENT WITH GAMECUBE

**A** strange thing happened during the introduction of GAMECUBE at Makuhari Messe in Japan last August. Genyo Takeda, Director of Nintendo Co. Ltd., told the audience that Nintendo had set the technical standard too high on the

N64 so that development was costly and time-consuming. He added that Nintendo had created the N64 knowing that it would require technical expertise to get the most from the hardware. The idea had been to encourage only the best developers to create games for the system, but in the end, that limited the number of quality titles, while in other titles failed to live up to their promise because the technical demands of the N64 were too great for many developers. After discussing the past, Mr. Takeda told the audience that Nintendo had learned a valuable lesson for the future. That lesson, he said, is embodied in GAMECUBE, and "the ultimate TV game machine and the first of its kind," as he called it.

Shigeru Miyamoto later explained that Nintendo considered GAMECUBE to be the ultimate game machine from the viewpoint of developers. "It's the best machine

for video games," explained the creator of Mario and Zelda, "when you consider the bit detection, sound and graphics all together." Power also contacted Dennis Dyack, President of Silicon Knights—the development studio that is creating *Too*

**"I do not think that Sony and Microsoft will be able to keep pace with the GAMECUBE."**

— Dennis Dyack,  
President of  
Silicon Knights

Herman for GAMECUBE and *Eternal Darkness* for the N64—to get another opinion from someone who has actually worked on the new console. "We believe that Nintendo has designed a system that finally caters to those who wish to create content without getting bogged down or limited with the technology. Its design is unapologetic—focused and elegant. I do not think that Sony and Microsoft will be able to keep pace with the GAMECUBE. Not only is the technology groundbreaking, but the thoughtfulness behind it will change the paradigm of gaming forever."

The promise of a new gaming console is always cause for excitement, and GAMECUBE seems to be particularly special. "If you can dream it, you can achieve it on GAMECUBE," said Mr. Miyamoto in an interview at Space World. The dream is just beginning.



# SPIDER-MAN SPOTTED ON N64

Edge of Reality, the developers credited with the brilliant N64 version of Tony Hawk's Pro Skater, is in the process of creating another masterpiece for the N64. Activision's Spider-Man may be the best video game based on a comic book superhero to date. Spidey has the right moves, the right look and even the right voices. Even though our early review copy was just 50 percent complete, the game promises to be one of the monster hits of the season.

## The Real Spider-Man

Most games featuring superheroes seem to lack the cool abilities that make the hero super, but Spider-Man gives you the full package and more. Playing as Spider-Man, you'll swing between buildings, crawl up walls and cling to ceilings. Your "Spider-Sense" will tingle when an enemy is near, and firing an impact web will incapacitate an enemy. Spider-Man has more than 20 dozen moves in all, including the Web Dome, Web Ball, Web Yank, Web Slam, Web Zip Line, Web Swing and combo moves, which feature punches and kicks in



combination with a specialty web move. An intelligent camera system keeps the focus on Spidey no matter where he crawls or jumps, and a freeze-camera mode lets players scan their surroundings for trouble. At times, the camera takes over to give you visual clues by directing your attention to some critical location such as an escape route in the ceiling. You may not know what's coming next, but you'll never be lost.

## New York, New York

Spider-Man is definitely a creature of the Big Apple, and that's where the action takes place in the N64 adventure. As the plot unfolds over more than 30 stages with cinematic scenes and comments from characters, you'll feel as if you've entered the world of Marvel's comic books. Scorpion, Venom, Rhino, Mysterio and Carnage are among the villains who wait for the webby one. The 3-D graphics, dramatic camera angles and constant action feed the illusion that you're inside an interactive comic book. Adventure elements come into play when Spider-Man has to solve puzzles to move on, and Spider-Man's extraordinary freedom of motion gives every level an element of strategy.

## Stan the Man is in the Can

The legendary creator of Spider-Man, Stan Lee, narrates the opening part of Spider-Man, setting the stage for the action that follows. Lee's is just one of many recogniz-

able voices used in the 3-D action, adventure. Rino Romano, who portrayed Spidey in the animated series Spider-Man Unlimited will return to speak the role of the web-slinging superhero in the N64 game. Veteran actor Efram Zimbalist, Jr. lends the remainder of the cast of voice talent. Musically, the early version of Spider-Man featured a mix of techno-rock that seemed perfectly suited to the action. With a month or two to go in development, it looks as if Spider-Man will be as full of surprises and at least as fun as Tony Hawk. Activision plans to release the title in December. Until then, we'll be clinging to the walls in anticipation.



**It's an amazing Spider-Man.**

# Pak Play

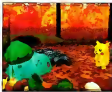
Hands-on previews of upcoming games.

## PIKA, PIKA, PIKACHU!

Talking to the animals may have seemed like a fantasy in "Dr. Doolittle," but Nintendo brings the fantasy to life with the first voice recognition software for the N64—Hey You, Pikachu! The lovable Pokémon responds to messages spoken into a microphone, which is included in the package. You and Pikachu may share treats, visit several locations and undertake cooperative tasks such as fishing or babysitting Caterpie. The more you and your Pokémon pal interact, the closer you and Pikachu will grow as friends. Since Hey You, Pikachu! is designed for a young audience, it won't be much of a challenge for older players. In fact, Hey You, Pikachu! is less a game with goals and adventures than it is a virtual world where kids get to explore with a Pokémon friend. Other Pokémon characters, such as Professor Oak, Venusaur,

Magikarp and Butterfree, appear in the virtual world, but Pikachu is your main focus. When text messages pop up on screen, prompting you to give Pikachu a command, you must speak into the microphone, saying an appropriate word. For instance, in one practice scenario, Pikachu needs to knock a rosebud from a tree. If you say the word, "Thunderbolt,"

Pikachu will zap the tree and recover the flower. It may sound simple, but the microphone and voice recognition software are sensitive to background noise and the pitch of different voices. Some people seem to have better luck making Pikachu understand them than others. We suspect that such people are future Pokémon Masters.



## MS. PAC-MAN GOES MAD

Years ago, Namco tried to update Pac-Man by placing the round, yellow hero in a couple of Super NES games—Pac-In-Time and Pac-Man 2: The New Adventure. Neither game captured the sense of frantic fun of the arcade classic. Namco is trying again this fall with

Ms. Pac-Man: Maze Madness, and this time we think Namco has hit the mark. Ms. Pac-Man appears in 3-D, scurrying along pathways, opening up doors with keys, gobbling up yellow energy balls and avoiding or using enemies. On each pathway you'll find obstacles, puzzles, enemies

and advice from Professor Pac. Fans of the original arcade games will appreciate the care that Namco took to recreate the feel of the arcade action while updating the graphics and adding new dimensions of interaction. Newcomers to Ms. Pac-Man will simply love the fun gaming



# SIN AND PUNISHMENT AT SPACE WORLD 2000

PAK  
WATCH

**W**hen we played Nintendo's *Sin and Punishment* recently at Space World 2000, we got quite a shock. The N64 shooter turned out to be one of the unexpected hits of the show. Combining 3-D anime characters with incessant action, *Sin and Punishment* pushes almost all of the right gaming buttons. The three main characters are forced along a set track, but they still have lots of movement options and powerful weapons for blasting the waves of Rufian attackers. You can move the heroes sideways and jump to avoid enemies using the C Buttons, all the while aiming their weapon cursors using the Control Stick. The futuristic levels through which you move contain obstacles, moving platforms, bonus objects and minibosses. There are even some sidescrolling areas. As for the original story, it's pretty standard sci-fi stuff: mankind creates new cre-

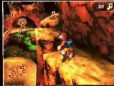
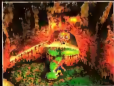
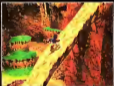


atures to be food, new creatures mutate and start eating mankind, teen heroes armed with puny blasters destroy mutants and save mankind. But who cares what the story is if the action is this good? *Sin and Punishment* will launch in Japan this month. No pins have been made yet for a North American release. Cross your fingers.

## BANJO THE BEAUTIFUL

The release date for *Banjo-Tooie* may have bounced around like a beach ball over the past six months, but Rare's N64 sequel to the 1998 hit, *Banjo-Kazooie*, has been like a rock when it comes to performance and fan. *Banjo-Tooie* might be the surprise hit of the year, and this month we've got a gallery

of reasons to show you why that might happen. When it comes to variety of play, gaming challenges and incredible graphics, no game on the schedule except *Majora's Mask* comes anywhere close to B-Y. By November 20th, you should be prepared to embark with the bear and bird.



**Banjo and Kazooie are in Rare form.**

 Rare: Made in 1998 Nintendo Rare. Game by Rare. Nintendo logo is a trademark of Rare.

# Pak Peeks

What's breaking in the world of games.

## Aladdin Steals the Show

Ubi Soft's run of quality Game Boy Color titles just keeps getting longer and longer. The latest library entry is the GBC version of Disney's *Aladdin*. The production quality of *Aladdin*, from graphics to music,



places the game in the must-see category. As for the action, it's a challenging mix requiring both dexterity and fighting skills. As our Disney article shows, the Big D is on a roll this year, and Disney's *Aladdin* won't slow it down.

## Red Storm at Night, Ubi's Delight

Ubi Soft recently announced the purchase of Red Storm, the publisher of *Rainbow Six* for the N64 and GBC and the upcoming versions of *Roswell Conspiracies* for N64 and Game Boy Color. Best-selling author Tom Clancy and others founded Red Storm, based in North Carolina. As part of



the transaction, Clancy entered into a new exclusive, long-term license and endorsement agreement with Red Storm and Ubi Soft for all video and computer gaming platforms and products. Based on the new animated TV series, *Roswell Conspiracies* deals with aliens who disguise themselves as mythical monsters such as werewolves and vampires. Players take on the roles of

Nick Logan and Sh'Laina Bane, agents for the Alliance that tracks down the alien murderers. The Game Boy Color title to be released this fall features overhead views and large, intricate worlds.

## Devil in the Details

Yet another Ubi Soft license in the news is *Little Nicky*—a Game Boy Color title based on Adam Sandler's upcoming movie of the same name. Nintendo Power received an early demo of the game. It was



just a walk-about version without enemies, but it demonstrated the sidescrolling nature of the action title, not to mention the rather menacing graphics. The story involves Nicky, who is the son of the Devil, going to New York to restore the balance between good and evil. It's too early to say how good either the game or movie will be, but it's safe to say that both will be BIG.

## Along with a Game Boy Color

Infogrames has been working quietly on *Alone in the Dark* for GBC for some time and with amazing results. "Most people take a look at the screen shots and think they're from an N64 game," said Meredith Braun, PR specialist at Infogrames. She's right. We looked at them and did a double take. *Alone in the Dark* was a major hit in



the PC market where 3-D horror games have been an important genre since the release of *The 7th Guest*. *Alone in the Dark* is based on the writings of H.P. Lovecraft. The player takes on the role of a detective exploring the mysterious death of Jeremy Harwood in an evil mansion in Louisiana. For the sake of horror fans, we hope *Alone in the Dark* comes out by Halloween.

## EA Steps out of the Ring

If you ever thought that it was safe to be outside the ring at a professional wrestling match, think again. EA Games has taken the action out of the squared circle and put it in the bathroom (and six other locations) in *WCW Backstage Assault*. Including 50 of the WCW stars—Goldberg, Sting and Vengoo to name a few—*Backstage Assault* adds hazards like steam and fire, weapons including lead pipes, two-by-fours and bathroom sinks, and a mix of other tempo-



ing options such as the ability to bounce off tires or jump off crates to flatten your opponent. EA plans to let this N64 brawl out of the door in December.

## Game Boy Color Central

There's plenty of news coming out of GBC development studios this month and lots of screen shots to show you. M&M's *Mini's Madness* from Hasbro Interactive features the candy-coated chocolates that melt in your mouth, not in your Game Boy.

# COMING SOON

**PAK  
WATCH**

The action is strictly platform stuff as the M&Ms try to collect their scattered candy friends. In *Galaxian*, Hasbro brings back a classic arcade space shooter. *Galaxian GBC* captures the flavor of the original and adds more variety to the play and sophistication to the graphics. *NASCAR Racers* from Hasbro is a surprise and a half—a top-view GBC racer with excellent play control and graphics.

*Barbie, Magic Genie Adventure* from Mattel Interactive is a surprising entry in



**Barbie, Magic Genie Adventure**

the Barbie family of games. Players take on the role of Genie Barbie as she flies on her magic carpet, exploring a world filled with characters and puzzles. The game is non-violent, and it doesn't have anything to do with fashion for a change. Finally a game that gives Barbie fans something fun to do! Our hats are off to Mattel and the development team at Vicarious Visions. *Rexarc Heroes Fire Frenzy*, also from Mattel and Vicarious Visions, features lots of voice dialogue, simple arcade games and bonuses to reward the success of the young players who will find the game appealing. Here's another nod to Mattel and VV.

As the Olympics wind up in Australia, Eidos and an unnamed publisher plan to bring the Olympic experience home to owners of Game Boy Color with *Sydney 2000: The Game Pak*. Includes 22 Olympic events: Cycling, Diving, Hammer, High Jump, 100 Meter Hurdles, Javelin, Kayak, Skeet Shooting, 100 Meter Sprint, 100 Meter Freestyle, Triple Jump and Weight Lifting. Go for the gold!



**Sydney 2000**

## Paper Mario



**Nintendo**

## Galaxian



**Hasbro**

## Mickey's Speedway USA



**Nintendo**

## Animorphs



**Ubi Soft**

## Merlin



**EA Games**

## Powerpuff Girls



**Bay Area  
Multimedia**

# RELEASE FORECAST

### FALL 2000

|                                      |                                |
|--------------------------------------|--------------------------------|
| AMPHIBIBLES:<br>THE FIRST WAVE       | BOUNTY BORG COUNTRY            |
| BARON: 2000                          | DRAGON'S LAIR                  |
| BETMAN RETURN                        | BALEKMAN                       |
| CRASH 'N' DOOMKA                     | GARFIELD LEGENDS               |
| CRUISE 'N' CORAL REEF                | HAUTEVILLE MOON 2              |
| DETECTIVE: THE<br>LEGENDARY JOURNALS | HORRIBLES                      |
| NET TOR: PIRACOR                     | INSPECTOR GADNET               |
| JUGA MAN 44                          | LETTIE NIGHT                   |
| MIKEY 'S' SPEEDWAY USA               | MOOSEY MOOSE                   |
| MR. PAC-MAN MULTI ADDRESS            | COLLECTION: ATTACK             |
| POWER BANGERS                        | MIKEY'S PRINTS PALACE          |
| LIGHTSPED EFFECT                     | THE BOYFRIEND 'S' FIVE BITE    |
| ROAD 2: BURNING 2                    | INDICATOR (LEGENDARY FIGHT)    |
| ROSWEE: CORRUPTIONS                  | JUGA MAN 4                     |
| SAH FRANCISCO (TEAM 104)             | JEANIE                         |
| SEE-DOO BYRONC 404                   | MILCAR RACES                   |
| SPEEDY MAN                           | POUNDER'S PIZZELI (BOAR)       |
| STEVEY LOGO OLYMPICS                 | POWERPUFF GIRLS                |
| WICKI WICKI AND THE ISLAND           | LIGHTSPED BECOME               |
| THE WORLD IS NOT IN ORDER            | TRUCK MONSTER (MIL FREEST)     |
| ALERTS                               | RETURN OF THE KING             |
| ARMY MEN: AIR ATTACK                 | DEMON ROAD                     |
| BARON: 2000 ADVENTURE                | DISGUISE IN PARIS              |
| BAYMAN: TOTAL CHAOS                  | THE SHIPWRECK                  |
| BEATY THE VAMPIRE SLAYER             | SAH FRANCISCO 2: BORN          |
| CASTLEWARRI 4                        | THE END OF THE                 |
| CHAMPIONSHIP MOTORCYCLES 2001        | LEASTED RACING                 |
| CRUISE 'N' CORAL REEF                | 5 POINT 2000 OLYMPICS          |
| CRUISE 'N' CORAL REEF                | 5-TIX                          |
| CRUISE 'N' CORAL REEF                | THE R/C RACE: RACE             |
| CRUISE 'N' CORAL REEF                | TERMINATOR                     |
| CRUISE 'N' CORAL REEF                | WALT DISNEY 'S THE JUNGLE BOOK |
| CRUISE 'N' CORAL REEF                | WHO WANTS TO BE                |
| CRUISE 'N' CORAL REEF                | A MILLIONAIRE                  |
| CRUISE 'N' CORAL REEF                | WORD COLLECTION USA 40         |
| CRUISE 'N' CORAL REEF                | THE WORLD IS NOT IN ORDER      |
| CRUISE 'N' CORAL REEF                | WIKI, NO INDICT                |
| CRUISE 'N' CORAL REEF                | 5-HOME INSTANT NEWS            |
| CRUISE 'N' CORAL REEF                | YUNA                           |

### FUTURE

|                        |                         |
|------------------------|-------------------------|
| CONKER 'S BAO-FAR DAY  | LEWIS: THE BEGINNING OF |
| DISNEY 'S ALADDIN      | A LEGEND                |
| DISNEY 'S DORABLE JACK | METAL MANAGER           |
| DISNEY 'S DORABLE JACK | POCKET SOCCER           |
| DISNEY 'S DORABLE JACK | TOANK THROBLE           |
| DISNEY 'S DORABLE JACK | ZENA: THE FORCE RETURNS |
| DISNEY 'S DORABLE JACK | (2 TITLES)              |

**NINTENDO 64  
GAME BOY COLOR**

# Hey You, Pikachu!



Next month we get up close and personal with the electric star of stage and screen, Pikachu, as we review the chatty new voice-recognition adventure, *Hey You, Pikachu!* The game is an innovative way to interact with Pokémon, and it will definitely have people talking.

## The Legend of Zelda: Majora's Mask, Part 2



We're chilling with Gorons next month as our coverage of *The Legend of Zelda: Majora's Mask* continues. The Gorons need help with their winny woes, and Link and Nintendo Power are up to the task.

## Mickey's Speedway USA



It's a race, not this November as *Mickey's Speedway USA* speeds into the pages of Nintendo Power. We have enough info to get you across the country—and the finish line.



## Disney's Donald Duck



Donald Duck may be in a low mood, but you won't be when you check out our review of *Disney's Donald Duck*, UN Sof's tribute to the web-footed warden.

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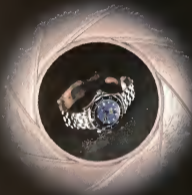
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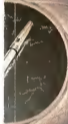


GRAPPLING HOOK



NUCLEAR





DETONATOR



MISSILE LAUNCHER





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